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SEPM

Part-B

Q.1] The web interface design principles are :-

- Anticipation :- A webapp should be designed so that it anticipates the user's next move.
- Communication :- The interface should communicate the status of any activity initiated by user.
- Consistency :- The use of navigation control, menu, icons and aesthetics.
- Controlled autonomy :- The interface should facilitate user movement throughout the webapp but it should do so in a manner that enforces navigation conventions that have been established for the applications.
- Efficiency :- The design of webapp and its interface should optimize the user's work efficiency not efficiency of web engineer who designs the client server environment that executes it.
- Focus :- The webapp interface should stay focused on the user's task at hand.
- Fitt's law :- "Time to acquire a target is a function of distance to & size of target."

- Human-Interface objects :- A vast library of reusable human interface objects have been developed for webapps.
- Latency reduction :- The webapp should use multitasking in a way that lets the user proceed with work as if the operation has been completed.
- Learnability :- A webapp should be designed to minimize learning time, and once learned to minimize relearning required when the webapp is revisited.
- ↳ • Maintain work product integrity :- A work product must be automatically saved so that it will not be lost if error occurs.
- Readability :- All information presented through the interface should be ~~read~~ readable by young & old.
- Track state :- When appropriate, the state of the user interaction should be tracked & stored so that user can logoff & return later to pickup where he/she left off.
- Visible navigation :- A well designed web app interf interface provides "the illusion that users are in the same place, with the work brought to them."