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BSIT 3Y1-3

Implementation Support

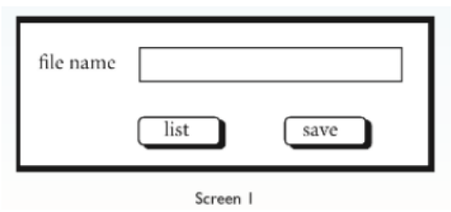
Assessment Task Number 9

1) Scrolling is an effective means of browsing through a document in a window that is too small to show the whole document. Compare the different interactive behavior of the following two interaction objects to implement scrolling:

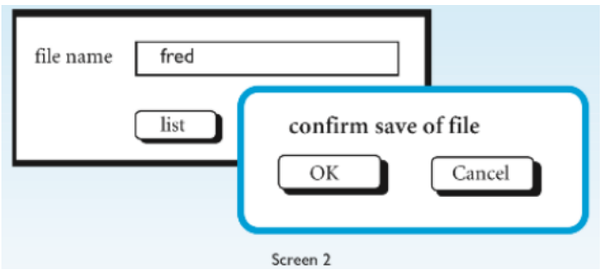
- A scrollbar is attached to the side of the window with arrows at the top and bottom. When the mouse is positioned over the arrow at the top of the screen (which points up), the window frame is moved upwards to reveal a part of the document above/before what is currently viewed. When the bottom arrow is selected, the frame moves down to reveal the document below/after the current view.
- The document is contained in a textual interaction object. Pressing the mouse button in the text object allows you to drag the document within the window boundaries. You drag up to browse down in the document and you drag down to browse up.

The difference between the two situations can be characterized by noticing that, in the first case, the user is actually manipulating the window (moving it up or down to reveal the contents of the document), whereas, in the second case, the user is manipulating the document (pushing it up or down to reveal its contents through the windows). What usability principles would you use to justify one method over the other (also consider the case when you want to scroll from side to side as well as up and down)? What implementation considerations are important?

2) A designer described the following interface for a save operation. The users initially see a screen with a box where they can type the file name (see Screen 1). The screen also has a 'list' button that they can use to obtain a listing of all the files in the current directory (folder). This list appears in a different window. When the user clicks the save button, the system presents a dialog box to ask the user to confirm the save (see Screen 2).



Screen 1



Screen 2

Two programmers independently coded the interface using two different window managers. Programmer A used an event-loop style of program whereas programmer B used a notifier (callback) style.

(a) Sketch out the general structure of each program.

(b) Highlight any potential interface problems you expect from each programmer and how they could attempt to correct them.

ANSWER

1. The first one use a scrollbar for viewing the document. But it can give confusion to the user, specially when the user are new for this, they need more time to understand it. Maybe they will think that your website are not user friendly and they leave your website feeling dissatisfied.

• The second one is confusing, it can give the user a hard time since there's no visible tools to use, since this one just use drag to view the document.

2. The first developer doesn't give message to the user if their file are already saved or not the developer didn't give the user a chance to choose if they want to save it or not. While the second developer give notification if the user want to save it which is very important because the developer give the user an option if they want to save the file or not.