Chapter-06

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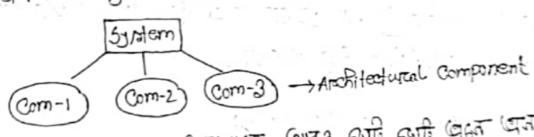
the software lifecycle - designing for usability

upobility life gole Gg PURAYMET Atge G ZY 1

- * the waterful model
- * Activities in the life cycle

topk है।का दिश्न होस विश्वेष वड़ा भार हुसा यह बिन् ठाउमा-भाउम

Attahilectural Depign



Detail depign G (Com-1) विम्लाह्य जादे छाटे छाटे छाटे जात कद्ध implement क्रुवर

-> exinting bristem निरं काम करा maintain maintenance

39 volidation & verification Coder & developer. Uper

* vertification is designing the product Tright (accuracy)

" Tright product (suppose 71716) * validation is यहत्त्व Ride shoring App Gar Gilla बाजाजाओं food shoring Not volid . app)

→ Verthication रहिंधु suppose Ride sharing opp वानाकी राज्यला प्रमा प्रभार कार्या का

A Usuability Engineering uson of sign of the sign of the state of the sign का किल्पा का किल्पा

Recoverability -> Re-design if design is not good.

VCR Example

-> Backward Tecovertability

उपाद प्रभाव क्या अधार स्वर्धित स्थाला exipting कि Pderign हिया प्रभाव कि कि Pderign हिया प्रभाव कि कि Pderign हिया प्रभाव कि प्रभाव कि Pderign हिया प्रभाव कि प्रभाव कि Pderign हिया है कि Pderign हिया है कि Pderign है

Hereative Design & Prestotyping

suppose test a ass shulmas of subject of the back

Throw Away -> prototype was knowledge later main product and

1) Inchemental GT prototype dipeared and

(11) Evolutionary Sing only can see the state of contract and of the state of the s

Ly protype है। यानाहि ना । ध्य protype है। यानाहिन अध्याद अद्वार प्रेमक bose कहन main design कहा (extendible) preliminary - Build - Evaluate.

Trequirement - preatype - preatype

Throw-busy prototyping scene

* Incremental & throw away at star difference

Design Rationale Explains cuby a syntem in designed in a Gostian way

Design Teationale Expresso at way 2th Claim analysis> 1. process orciented (Emphysizes on historical Info) € 2. Strougture " (" on the consequences of Papet-hoe reconnotion

Deraign arging GIRAT GIRHAT step GITES , GIRAT Repotorcical Anto Design 2313 173 60, (future)
Consequences of action or feedback at 1543 byse 7163

OT derign 38T straucture orciented

Gilozarti special design trational 764 (Psychological Design

an designer on the base

Psychological Depign Teationale 26th precent oriented apprece as pack/previous data of history of 3013 pase 163 derign कार्ड ।

Types of design Rules

principles

- -> Abotract depign rules
- -> Low Authority
- -> high generality

standared/2

- -> specific design rules
- -> high Authority
- -> limited Application

guidelines

- -> lower Authority
- more general opplication

Increasing generality



increasing Authority

Design pranciple

1) learnability

(11) Flexibility

(11) Robystness

1 prædictibility

- (1) Synthenipability
- (11) familiarity
- W Generalisability
- (Consistency

1 Dialog Initiative

- (1) Multi threading
- (11) Topsk migrobility
- (subptitutivity
- (V) Cupto mip ability

1) Observability

- (1) Recoverability
- (11) Responsiveness
- M Jack Conformance

Learnability

- Getta User 1165 56 Gord Grater Hager Fronderge gain

1960 1969 1

Generalisabity

- Good origing short Gilgardi proper trelevancy wash

familiarity

→ Recyle bin

sign (2)

IntResipability

- -> Ammediate foresty
- -) eventual "
- → अधार file remove कार्ने बाध्य कार्ने प्र Guir Previous file a अरे file के जिरे या निकासने Treview मार्ड
- -> Upor action जिं की का change रहला उति

predictibility

- -superp ability to envision which operation can be performed next
- of Gerigh Theor of predict only the State and

Flexibility Aleger data GIRINI CHINIT 25 1 -) It extends the way a uper & button exchange Info 1) Uper Premptive -> [Uper Control] Diolog Initiative 1) System " -> [System Control] (1) Concurrent - multiple app org Gre action or Multithreading In Interleaved -> multiple file open 1260 MHB CANTAR doct -> Garbi Symtom a Garlier काम कर्न अहा दिनजार Tapk Migrability -> Uper are buten as sign task migreate 25 like spell check, "Buet" But" - "BUET" Substitutivity -) GAEXATA नार्कि आदुक्यका करा Captornisability - Tagg sign cystomize Agr is the city of the city of the till the fried Danb , let All Free Lat

Robystneppa

-> Aurtem goal achieve agas soul user for at felp. Excel अधिन, dock काम अस्ति का अहितिक कार्य

and alegan interpret or house to have extracted in

Design presenting -- Disco Contract Observability -> provides the uperus with an ability to exclude the internal free state from its representation

-> User क क्रभण मिछ रहे अमिल है। व्यक्त Child I like pox a bucho as 300 his "blease The date made wait allum - loved the file

Recoverability

-> Able to Treach goal after treeggnition to of system.

→ द्वारम पुल्न कहल 21160 TECOVET कहन विकिशक goal -Br to achieve AST

-> Control Z, Recycle bin.

Responsaivenessa

-> the Tate of Communication between system &

-> GARA BYMEN USER GJ STIGHT ADJOS Communicate

-> Print button @ click agont response and all button TOOK COASfort mance But sty button to the

- topsk confor completenens & topsk adequacy.

->uper का कान करें में हाला लाशह श्रामक हा क्युंबर support कहा । dock a Paint करा गए ना ।

Practise-Question. # Consider a mobile or weba ablica application you use familiar with. Now explain how the application follows on violets the principle to support learnability.

Standards

- 1. National & International level & ZI
- 2. Ratakogre a standard stront

effectiveness -> Autog goal achieve ages anglost

design propers of of all standard affirmed 27 at

guideline as hard & fast Trules at ST STAGO 260,

like, building a fire PARILAT ITS 21ATBR AR 200 stundord

बिर ह्यानाझना वाणा रहेम guideline

* tigher level @ TGM G16AT design @ detailed guideline thas 260

Golden reules & Reutistic (ONGATA AMP)

Shnei deraman's 8 Golden Tules

- 1. Stroive fore Consistency
- 2 Enable frequent userys to use shortents
- 3. Offer Informative feedbacks (button a Curpor 31/2167 JAI JUS
- 4. Design dialogs to yell clouse

- 5. Offer errore prevention & simple errore handling
- 6. peremit eapy reversal of actions I friend 21 Boldmand part
- 7. Support internal Locus of Control Luner Control
- 8. Reduce shord-term memory load.

Chapter-7 GIGAR Amportant

Noteman's X principles

- 1. familiately
- 2. Syptem Got topok early Agi . Suppose former GH Tool app वानानार्थ विर NID, Phone, email अहम निष्ट चिट्टिना उर्ष ७६मा मा
 - 3. Execution and Evaluation
 - 京菜录 4. Sitemap
 - 5. Darek mood ONIST. Don of I design based on power of Constraints
 - 6. Design for error
 - 7. BORGS 6 El fail AG GREAT standard AGT

morket a standard product Capy THET 1

Chapter-X, Norman's X principles votos