

Interface Specification

Skullduggery

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Jan 13, 2010

Revised: May 11, 2010

Introduction

The application is being written for the Skullduggery project, which will supplant the GSM encryption that is currently the standard. The application will have one UI component. The application will have a text field for entering the valid phone number, a text area for displaying error messages and other phone status information, and two buttons for controlling the call state.

The two buttons will be labeled *call* and *hangup*. The *call* button will initiate a call to the number specified in the text field. The *hangup* button will terminate a call in progress.

Before the call

The application will wait for an incoming connection when started, or for user input to connect to an external phone. The *hangup* button will be disabled.

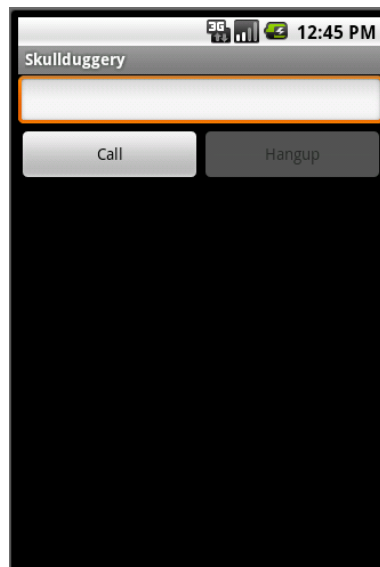


Fig 1: The interface upon opening the Skullduggery application

During the call

The display during the call will be changed to convey the status of the call. If the call is safely encrypted, a message informing the user that the connection is secure will be displayed. If the call is not safely encrypted, the call will be terminated. After the call is finished, the application resumes the same state as before the call. In this state, the *call* button is disabled, and the *hangup* button is enabled.

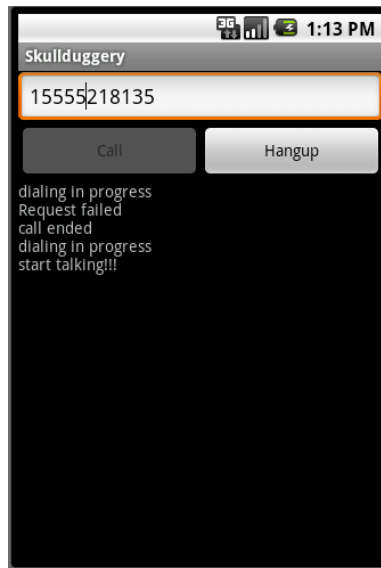


Fig 2: A call in progress