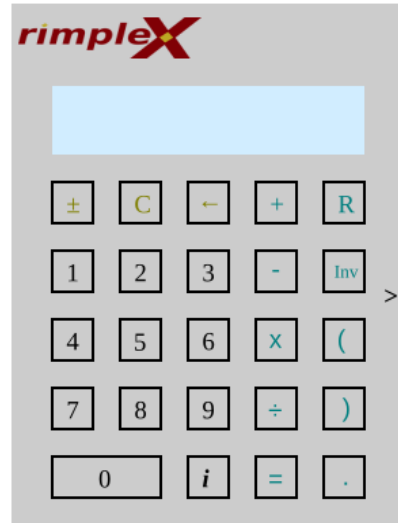


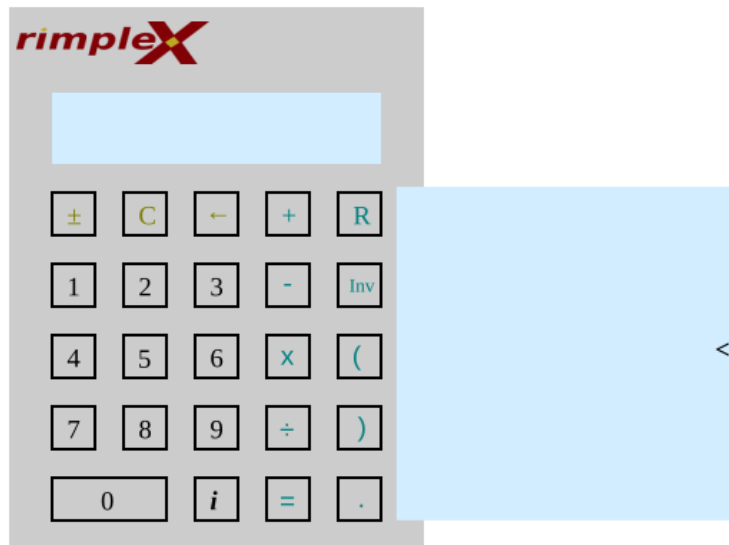


Interaction Design Document v2

version 2 of the GUI must now look something like the following when the history displayed is closed:



and something like the following when the history display is open (though, again, the details may vary):





Entering an Operand

The user now enters an operand either using the soft keyboard or the physical keyboard. For example, to enter the operand $5+3i$, the user would:

1. Click on the (button or press the (key.
2. Click on the 5 button or press the 5 key.
3. Click on the + button or press the + key.
4. Click on the 3 button or press the 3 key.
5. Click on the i button or press the i key.
6. Click on the) button or press the) key.

Entering an Operator

An operator button click or operator key press must only be interpreted as an operation request when appropriate. For example, it should not be interpreted as an operation request while the user is entering an operand (i.e., after a (button/key but before a) button/key).

Interaction with the History Display

Clicking on the > should open the history display.

Clicking on the < should close the history display.

The opening and closing of the history display should be animated.