EECS4443 Notes

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Android app anatomy

Review of basic software design concepts

What is a framework?

Fitt's law

$$ID = \log_2 \left(\frac{D}{W} + 1 \right)$$

UI layout (MKB vs touch screen) + "dark patterns"

- For a mouse and desktop system, we want to have submit and cancel buttons beside each other, but when we are designing a mobile UI, we want to keep them far away so the end user doesn't touch the wrong button.

- Keep destructive actions like deletion and undo to avoid mistakes from the end user

- People are distracted, so when turning attention away from the mobile device, we want to retain a state where data is restored once the user refocuses on their device (suspend).

- Do not place any important functions on the edges of the screen, as the edges are usually used for system functions like back, menus, etc.

- Popups are bad; especially for mobile UI because they dissociate from the context of the application. Usually associated with something malicious.

- Always provide information and context to the user so that they can make informed decisions about actions they will perform within an application.