Part I:

1. MessageBox.show(“some string value”) -> has LOTS of overloads
2. A method that is called when an event is raised. This method “handles” the event. For example, we want the colour of a box to change between red and blue between mouseclicks. We write an event handler that “listens” for mouse clicks and provides some functionality (change colour from red to blue) when that event is raised.
3. The steps are:
   1. Open visual studio
   2. File -> New -> Project
   3. Make sure the target framework is >= 2
   4. Select Windows Form Application
   5. Choose name of project and name of solution
   6. Choose location of solution
   7. Press Ok
4. With: this.TopMost = true. This can be useful for validation. For example, if an application allows the user to delete certain information a popup window should appear making sure the user actually wants to delete the information. This popup should stay on top of the main window until the user validates their answer.
5. **Menu:** a list of options or [commands](http://en.wikipedia.org/wiki/Command_(computing)) presented to an [operator](http://en.wikipedia.org/wiki/Operator_(profession)) by a computer or [communications system](http://en.wikipedia.org/wiki/Communications_system)\*

**Shortcut Menu:** a [menu](http://en.wikipedia.org/wiki/Menu_(computing)) in a [graphical user interface](http://en.wikipedia.org/wiki/Graphical_user_interface) (GUI) that appears upon user interaction, such as a right-click [mouse operation](http://en.wikipedia.org/wiki/Mouse_(computing)#Operation)\*

**Status Bar:** A horizontal bar, typically at the bottom of the screen or window, showing information about a document being edited or a program running.\*

**Toolbar:** A strip of icons used to perform certain functions.\*

\*Taken from Wikipedia

Part III:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Sex | Age | City | Phone  number | Nationality | Occupation |
| Crapper Shelley | F | 35 | Winnipeg | 555-2778 | Canada | manager |
| Atkins Howard | M | 18 | Winnipeg | 555-5399 | Canada | student |
| Congzhe Xu | M | 24 | Winnipeg | 555-6224 | China | student |
| Fahad Carmen | F | 28 | Winnipeg | 555-9677 | Saudi Arabia | student |

1. Usability Criteria

Effectiveness:

1. Users can easily query information on any type of movies from application within 5 minutes.
2. User can effectively provide feedback on a specific movie?
3. User can easily retrieve the movie information he found before.

Efficiency:

1. Time to query for information of movies.
2. Number of steps to complete a search, a rating and a store of a specific movie.
3. The mental demand of user using this system.

Safety:

1. Avoid losing user’s personal private information.

Utility:

1. Searching: It allows users to search movie by some of its information
2. Storage: It provides people with Favorite list that can record people’s favorite movie
3. Allow user to setup personal account.
4. Allow user to upload movie information to application.
5. Recommendation: It allows users to contribute personalized information such as add ratings or add recommendations.

Learnability:

1. Time of learning how to use the software to find specific movie information for first time user.

Memorability:

How easy a user can remember the control of finding movies.

1. User Experience Goal:

Satisfying:

1. Users can get information about those movies that they are interested through some simple interaction.
2. User can simply share their experience about a movie on application.

Motivating:

1. The searching time should be small so user will not feel frustrated
2. The interaction should not be complicated, so user will not feel tired

Helpful:

1. Users can use a short time to get information.
2. Also they can record a list of movies’ information that they would like to see latter.
3. Identify Needs (Need Interview!)
4. Scenarios (Need Interviews!)
5. Task Analysis