Dossier Criterion C2: Usability

This section will outline the features of your solution that pay attention to **usability**. You should include features that make the program more user-friendly, such as helpful menus, help instructions, and useful guidance to the user during the execution of your program.

|  |  |
| --- | --- |
| **Achievement Levels** | **Descriptor** |
| 0 | The student has not reached a standard described by any of the descriptors given below. |
| 1 | The student documents **some** user-friendly features within the program. |
| 2 | The student **fully** documents the user-friendly features of the program. |
| 3 | The student **fully** documents the user-friendly features of the program, and the program **meets** the usability objectives in criterion A2 (Criteria for Success). |

Note: Getting the Achievement Level 3 mark may not be worth it because of time restrictions and the effort necessary to implement a graphical interface.

This section is typically no more than one page.

Separate output is not required for this section. You should summarize the usability features and MAKE REFERENCE to the annotated sample runs illustrated in later sections of your dossier. Features could be annotated, commented, or highlighted in those sections and a simple table presented here.  
  
Basically, you should either show them evidence of user-friendly features OR have a table that lists the features with references to other sections.

Example:

|  |  |
| --- | --- |
| **Feature** | **Documentation** |
| Helpful menus | See any screenshots on pages 20-25 |
| Useful guidance during input | See screenshot on page 24 |
| Help instructions | See screenshot on page 20 |
| Simple Graphical User Interface | See any screenshots on pages 20-25 |
| Visually-appealing output displayed | See screenshot on page 25 |