Informatics 134

Software User Interfaces
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Agenda

1. T1: Web Frameworks and Graphical Toolkits

2. Next Class

T1: Web Frameworks and Graphical Toolkits

Web Framework vs. Graphical Toolkit

Web Framework

- Web based!

- Designed to reduce overhead in building web-based products.

Graphical Toolkit

- Native (runs on desktop/mobile not browser)

- Traditional tool used to create GUIs for desktop/mobile apps

T1: Requirements

Getting Started

- Independent exploration, find 2-3 examples of web frameworks and native toolkits that you find interesting.
- Meet with your team, discuss findings, and settle on the tools that you collectively want to report on.
- Sign up on the course spreadsheet! No duplicates!
- Identify 1 web framework and 1 native toolkit.
- Build a slide deck to share your findings.
- Each team will present during class.

T1: Requirements

Features

- History
    - When was it launched?
    - Why was it launched (*e.g.*, what perceived problem was it created to solve)?
    - What tool(s) are used to develop with it?
    - What OSes does it run on (native)
    - What is the license?
    - Who are its backers?
- Features
    - What programming language(s) does it use?
    - What are its advantages over similar frameworks?
    - What are the trade-offs?
- Sample Code (show, don't implement)
    - A button and corresponding click event.

Next Class

- Lecture
- Keep working on A2 (DUE 1/24)
- Get started on T1 (DUE 1/25)