

IIT Madras BSc Degree

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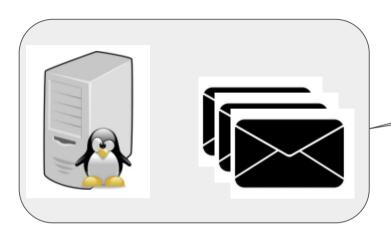
Views

Outline

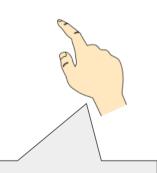
- MVC paradigm
- Views and User Interfaces
- Tools and Techniques
- Accessibility

MVC

- Model
- View
- Controller

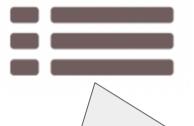


Model: Store emails on server, index, ready to manipulate



Controller: Sort emails; delete; archive





View: Display list of emails; Read individual emails

Model-View-Controller

- Origins: Smalltalk-80
- Separation of responsibilities Abstraction
- Roots in Object-Oriented GUI development

Model-View-Controller

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- Separation of responsibilities Abstraction
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Design patterns

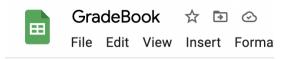
- Common software patterns
- Model: Application object
- View: Screen representation
- Controller: How user interface reacts to user input

- Input data: for Model
 - Student list
 - Course list
 - Student-Course marks

- Input data: for Model
 - Student list
 - Course list
 - Student-Course marks



- Input data: for Model
 - Student list
 - Course list
 - Student-Course marks



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C3	- fx		
	А	В	
1	Name	IDNumber	
2	Sunil Shashi	MAD001	
3	Chetana Anantha	MAD002	
4	Madhur Prakash	MAD003	
5	Nihal Surya	MAD004	
6	Shweta Lalita	MAD005	
7	Raghu Balwinder	MAD006	
8	Gulshan Kuldeep	MAD007	
9	Kishan Shrivatsa	MAD008	
10	Purnima Sunil	MAD009	
11	Nikitha Madhavi	MAD010	
12	Lilavati Prabhakar	MAD011	
13	Rama Yamuna	MAD012	

	A	В	С
1	StudentID	CourseID	Marks
2	MAD003	AM1100	31
3	MAD003	ME1100	35
4	MAD001	BT1010	78
5	MAD002	EE1001	30
6	MAD005	EE1001	68
7	MAD009	AM1100	62
8	MAD012	AM1100	77
9	MAD001	BT1010	41
10	MAD007	MA1020	56
11	MAD012	BT1010	52
12	MAD007	ME1100	59
13	MAD009	MA1020	81

Student Gradebook

Outputs: for Views

- Outputs: for Views
 - o marks for individual student

	А	В	С
1	Sunil Shashi	MAD001	
2			
3	MAD001	BT1010	78
4	MAD001	MA1020	41
5	MAD001	EE1001	43
6	MAD001	AM1100	96

- Outputs: for Views
 - marks for individual student
 - summary for course
 - histograms

	А	В	С
1	Sunil Shashi	MAD001	
2			
3	MAD001	BT1010	78
4	MAD001	MA1020	41
5	MAD001	EE1001	43
6	MAD001	AM1100	96

- Modifications: for Controllers
 - add new students
 - add new courses
 - modify marks in course

Views

View

User Interface

- Screen
- Audio
- Vibration (haptic)
- Motor (door open/close)

View

User Interface

- Screen
- Audio
- Vibration (haptic)
- Motor (door open/close)

User Interaction

- Keyboard / Mouse
- Touchscreen
- Spoken voice
- Custom buttons

User Interaction

- Determined by hardware constraints
- Different target devices possible
- User-Agent information useful to identify context

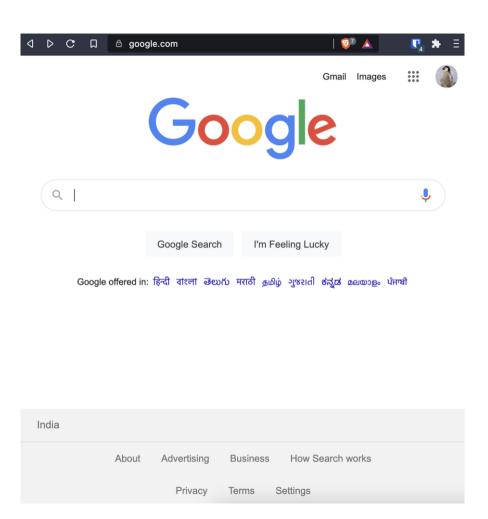
User Interaction

- Determined by hardware constraints
- Different target devices possible
- User-Agent information useful to identify context

May not be under designer control

Types of Views

Fully static



Types of Views

- Fully static
- Partly dynamic



From today's featured article



Contents

Contact us

Contribute

Learn to edit

Upload file

Tools

Community portal

Recent changes

What links here

Related changes

Special pages

Permanent link

Wikidata item

Print/export

Page information

Donate

Help

Current events

Random article
About Wikipedia

Nick Stahl, who played Ben Hawkins

The two central characters of Carnivàle, an HBO television series, were

yed Ben Hawkins
(actor
pictured), a

young man working in a traveling carnival; and Brother Justin Crowe, a Californian preacher. Most of the characters are introduced in Ben's story, though several others interact mainly with Brother Justin; some

appear in mysterious dreams and

In the news

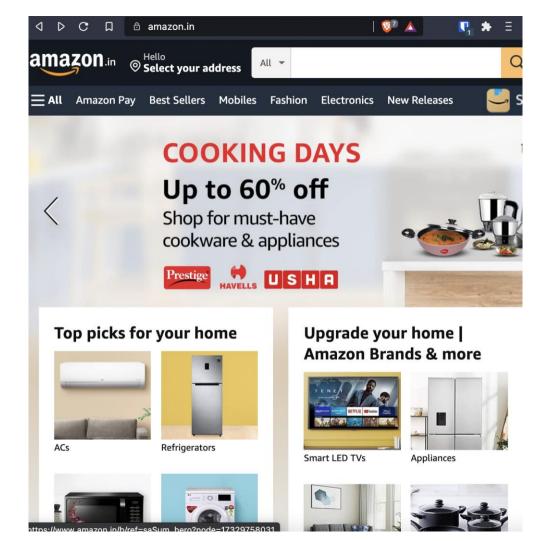


Flooding in Clausen, Luxembourg

- Floods across western Europe (pictured) leave more than 180 people dead.
- In South Africa, protests and subsequent unrest over the jailing of former president Jacob Zuma result in 212 deaths and more than 2,500 arrests.
- The Supreme Court of

Types of Views

- Fully static
- Partly dynamic
- Mostly dynamic



Output

- HTML most commonly used direct rendering
- Dynamic images
- JSON / XML machine readable

Output

- HTML most commonly used direct rendering
- Dynamic images
- JSON / XML machine readable

View - any "representation" useful to another entity

- Design for interaction with user
- Goals:
 - Simple easy for user to understand and use
 - Efficient user achieves goal with minimal effort

- Design for interaction with user
- Goals:
 - Simple easy for user to understand and use
 - Efficient user achieves goal with minimal effort
- Aesthetics

- Design for interaction with user
- Goals:
 - Simple easy for user to understand and use
 - Efficient user achieves goal with minimal effort
- Aesthetics
- Accessibility

Functionality requirements gathering - what is needed?

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- User and Task analysis user preferences, task needs

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- Prototyping wireframes, mockups

- Functionality requirements gathering what is needed?
- User and Task analysis user preferences, task needs
- Prototyping wireframes, mockups
- Testing user acceptance, usability, accessibility

Guidelines / Heuristics

Jakob Nielsen's heuristics for design

https://www.nngroup.com/articles/ten-usability-heuristics/

- Not specific to web apps, or even software UI design
- Very useful and relevant

General principles

- Consistency
- Simple and minimal steps
- Simple language
- Minimal and aesthetically pleasing

Tools

- Wireframes
- HTML generation
- Templates

Wireframes

- Visual guide to represent structure of web page
- Information design
- Navigation design
- User interface design

Wireframes

- Visual guide to represent structure of web page
- Information design
- Navigation design
- User interface design

- I4F - Directory Profile Page



Profile Name

245 Blackfriars Road Ludgate House London, SE1 9UY

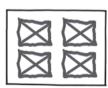
Email: firstname@surname.com

Telephone: 0207 955 3705

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Attachments

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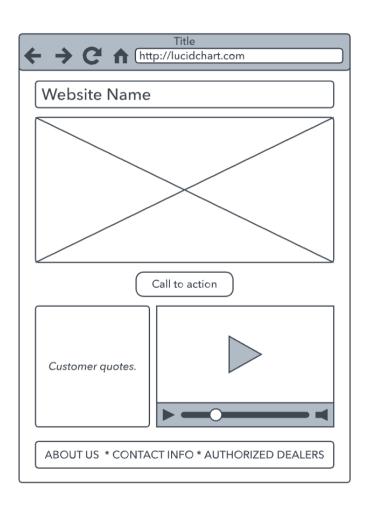
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created with Balsamia Mockups - www.balsamia.com

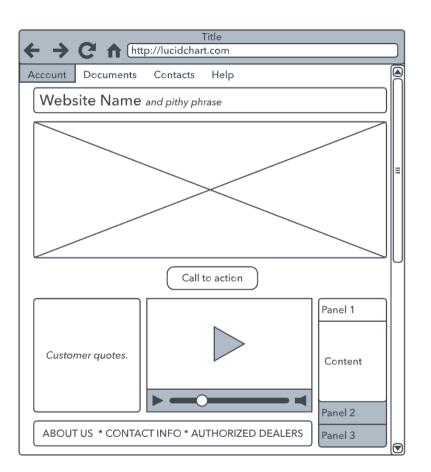
Example Tools: LucidChart

https://www.lucidchart.com/pages/ wireframe



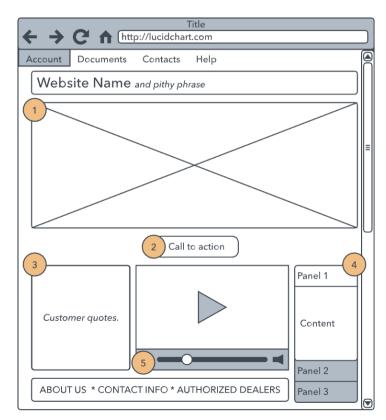
Example Tools: LucidChart

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Example Tools: LucidChart

https://www.lucidchart.com/pages/
wireframe



Notes

1 Details about the image 2 Where this links to 3 List of possible quotes 4 Drop down menus that link to other pages 5 Content of video

Programmatic HTML generation: PyHTML

- Composable functions each function generates a specific output
- Example:
 - to generate a h1 heading: function should return
 - "<h1>text of heading</h1>"

Programmatic HTML generation: PyHTML

```
main.py
        import pyhtml as h
        t = h.html(
          h.head(
   5
            h.title('Test page')
   6
          h.body(
            h.h1('This is a title'),
   9
            h.div('This is some text'),
  10
            h.div(h.h2('inside title'),
  11
            h.p('some text in a paragraph.'))
  12
  13
        print(t.render())
  14
```

Programmatic HTML generation: PyHTML

```
main.py
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  11
            h.p('some text in a paragraph.'))
  12
  13
        print(t.render())
  14
```

```
Console
             Shell
<!DOCTYPE html>
<html>
  <head>
   <title>
     Test page
   </title>
 </head>
  <body>
   <h1>
     This is a title
   </h1>
   <div>
     This is some text
   </div>
   <div>
     <h2>
       inside title
     </h2>
       some text in a paragraph.
     </div>
 </body>
</html>
```

More complex HTML

```
def f_table(ctx):
    return (tr(
        td(cell) for cell in row
    ) for row in ctx['table'])
```

Templates

- Standard template text
- Placeholders / Variables
- Basic (very limited) programmability
- Examples:
 - Python inbuilt String Templates good for simple tasks
 - Jinja2 used by Flask
 - Genshi
 - Mako
 - o ... just pick one and go with it

Jinja

- Ties in closely with Flask
- Template functionality with detailed API

Remember: templates can generate any output, not just HTML

Accessibility

Accessibility

- Various forms of disability or impairment
 - Vision
 - Speech
 - Touch
 - Sensor-Motor
- Can a page be accessed by people with impairments?
- How can the accessibility of a page be improved?

W3.org - World Wide Web Consortium (W3C) - accessibility guidelines

https://www.w3.org/WAI/fundamentals/accessibility-principles/

Standards

Interplay between many components of a page:

- Web content: HTML, images, scripts etc.
- User-agents: desktop browser, mobile browser, speech-oriented browser, assistive devices
- Authoring tools: text editor, word processor, compiler

Principle - Perceivable

- Provide text alternatives for non-text content.
- Provide <u>captions and other alternatives</u> for multimedia.
- Create content that can be <u>presented in different ways</u>, including by assistive technologies, without losing meaning.
- Make it easier for users to see and hear content.

Principle - Operable

- Make all functionality available from a <u>keyboard</u>.
- Give users enough time to read and use content.
- Do not use content that causes seizures or physical reactions.
- Help users <u>navigate and find content</u>.
- Make it easier to use <u>inputs other than keyboard</u>.

Principle - Understandable

- Make text readable and understandable.
- Make content appear and operate in <u>predictable</u> ways.
- Help users <u>avoid and correct mistakes</u>.

Principle - Robust

• Maximize **compatibility** with current and future user tools.

Techniques

Contents Intro Next Technique: ARIA2

Using the aria-describedby property to provide a descriptive label for user interface controls

Important Information about Techniques

See <u>Understanding Techniques for WCAG Success Criteria</u> for important information about the usage of these informative techniques and how they relate to the normative WCAG 2.1 success criteria. The Applicability section explains the scope of the technique, and the presence of techniques for a specific technology does not imply that the technology can be used in all situations to create content that meets WCAG 2.1.

_	n this page:
	Important Information
	about Techniques
	Applicability
	Description
	Examples
	Related Resources
	Related Techniques
	Tests

Applicability

Technologies that support Accessible Rich Internet Applications (WAI-ARIA).

Aesthetics

- Visual appearance
- VERY important
- Simplicity preferred

Can vary with time!



From: The Verge: iOS: A Visual History

Summary

- View any output seen by human or machine
- User-interface and User-interaction guidelines
- Accessibility is a core concept!
- Tools for automatic generation, consistent layout