Daffodil International University

Department of Software Engineering

Documentation of Software Engineering

Presenter

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Outline

- Basic Features of a Document
- Guidelines

The Basic Features of a Document

- introduction, which emphasize problem solving.
  - Tutorial begins with basic function and builds to advanced.
  - document is organized by modules which help users identify discrete tasks to learn.
  - document uses examples from the user's work place.
  - overview helps orient the learner to the task.
  - icons help the user see where to click and reinforces the text.
  - explicit instructions limit the user's options. (click cancel – *you do not need to create a new worksheet*-)
  - graphics shows novice user exactly what to do.
  - steps keep the user focused on one task a time, using work place examples.

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GUIDELINES

Guidelines

1- identify skills you need to teach

2- state objectives as real-world performance:

- Objectives should appear as skills that the user should learn as a result of the tutorial.
- Often objectives sound like " *in chapter x, you will learn the following skill…*" so tell the user what he or she will learn from the lesson, and put the objectives in measurable terms ex. " *this lesson will teach you to create a drawing with three colors*".
-At the review the objectives and direct toward the next lesson.

Guidelines

3- choose the right type of tutorial

A) The guided tour: a guided tour presents an overview of the program features to a user unfamiliar with them.
It is an overview of program features that informs and persuades the user as to the usefulness of the program in a low-interaction environment.

It focuses on the entire program capabilities and user actions like main screens and useful commands.

Usually the tour will follow a made-up example with a little user interaction, it tells the program features and it also helps convince the user of the usefulness of the program.

The online consists of screens and messages boxes explaining the prominent features of the program.

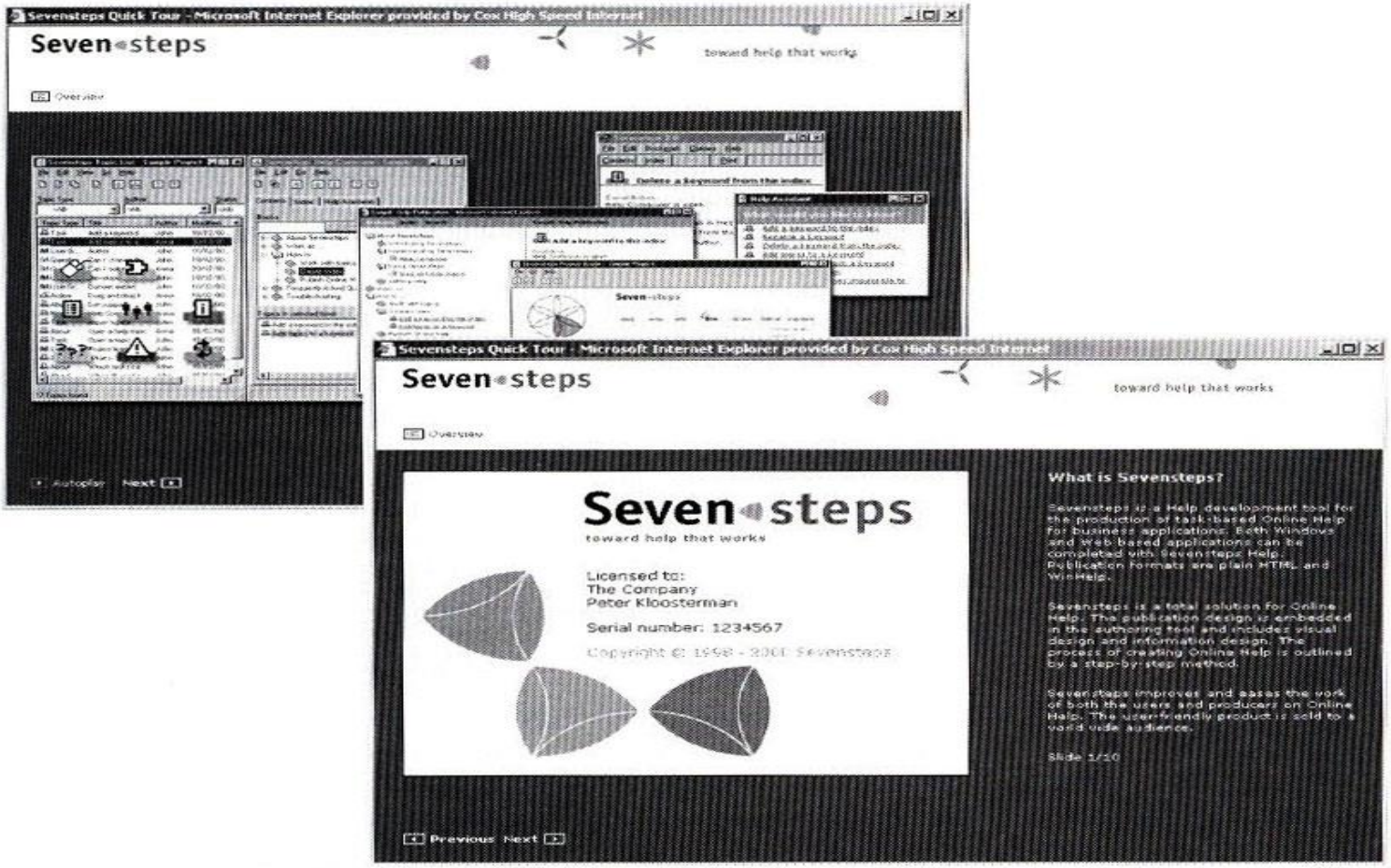


FIGURE 2.5 A Guided Tour of Sevensteps
This guided tour emphasizes the essential elements of the program.

Guidelines - Definition – Guided Tour

TOURISM a short journey around a building or place with a pers on who tells you about what you are seeing or with a pair of headphones on which you can listen to a recorded description o f what you are seeing
Thesaurus entry for this meaning of **guided tour**

COMPUTING an explanation of how to use a website or a piece of software that you read on a computer screen by clicking on a series of buttons or links
Thesaurus entry for this meaning of **guided tour**

Guidelines

B) Demonstration,

specific parts of a program , perhaps for a specific user, usually you use an example of the program, often a limited version of the program.

It is a more focused presentation of a particular program function being performed, which tends to be passively viewed by users. The user will observe passively- no interaction- , like the guide tour, it informs and persuades.

The tutorial instructs the user in starting the program and tells the user what commands to use to perform the demonstrated procedure.

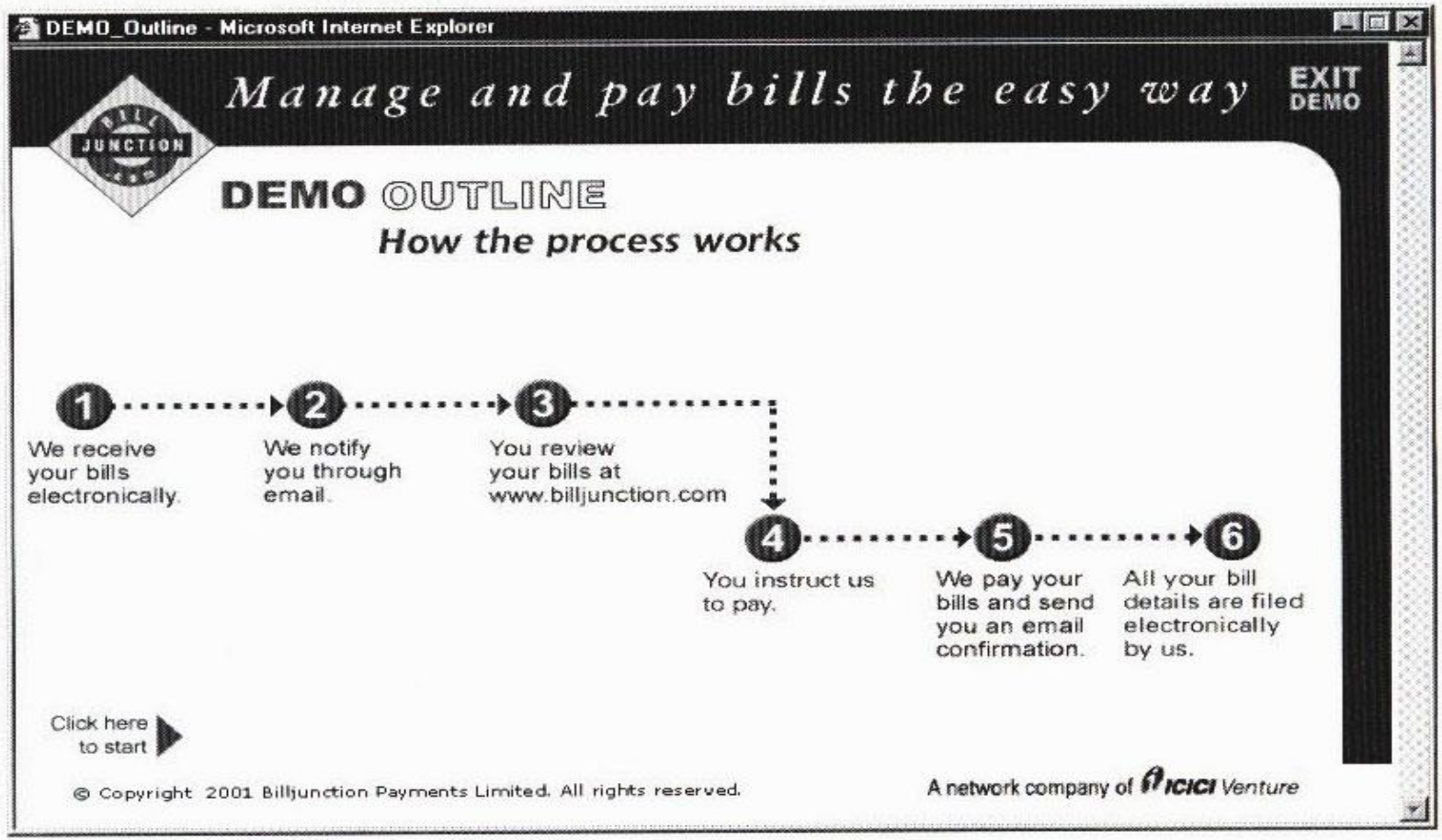


FIGURE 2.6 An Example of a Tutorial Demonstration
This demonstration walks the learner through a typical use scenario as a way of acquainting the user with the program.

Guidelines

C) The quick start,

It differs from the previous two forms, it is for experienced to advanced users with domain knowledge who want to get going with a program.

It involves significant user interaction with the program itself, and rarely uses examples.

It is a form of **documentation** that is generally aimed at more advanced users and provides the basic information that one needs to dive into the program and interact with it on their own. This type help users get down to work, basic and advanced procedures.

It consists of one page or folded cards that explain how to start the program and list of commands.

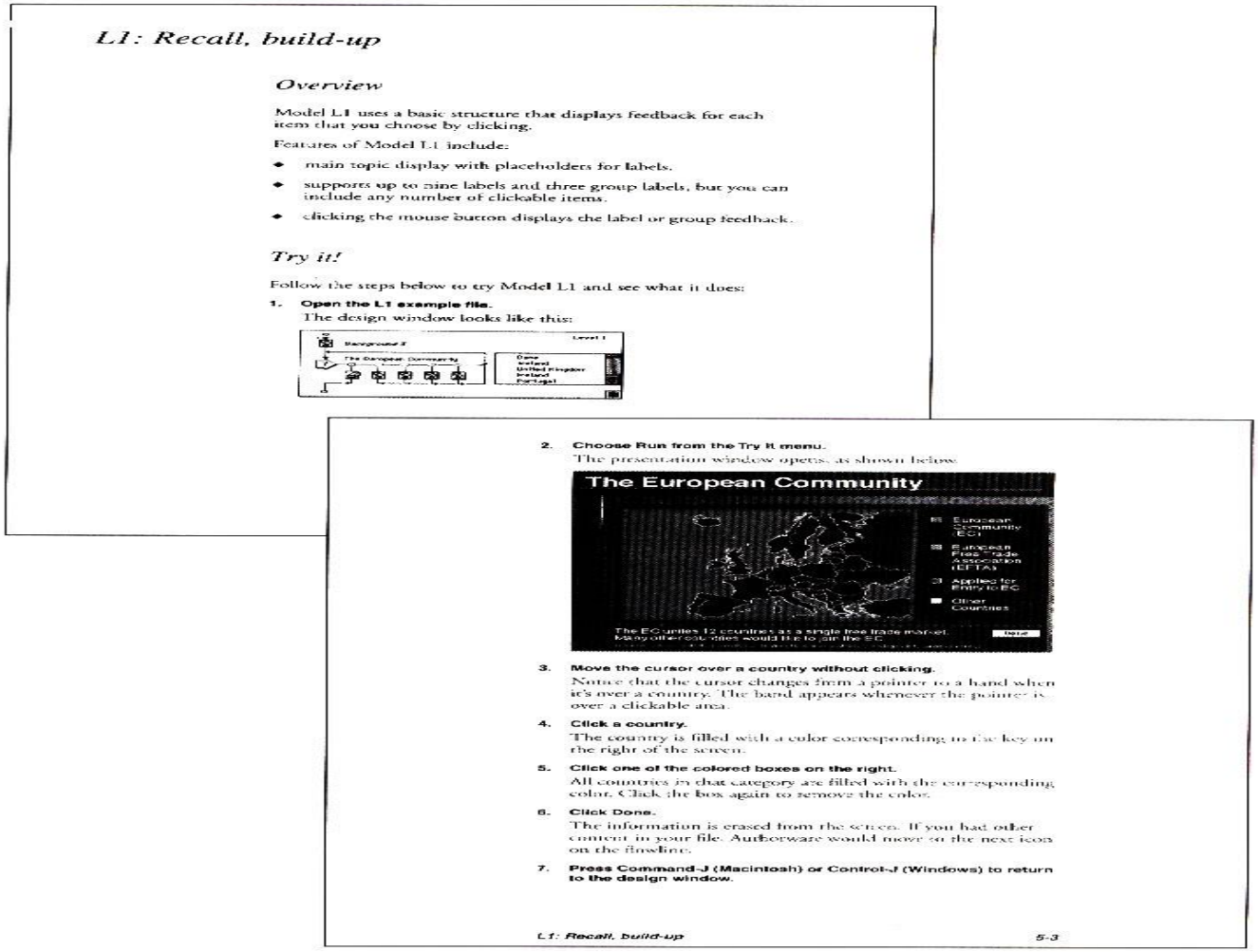
Guidelines

D) The guided exploration

This kind of tutorials contain instructions for the user to "try out" commands which encourage exploration of the program.

It contains a little discussion to give the users the experience they need. It guides a user through a procedure, but allows for some experimentation on their own.

Usually it takes a form of short tutorial manuals, may or may not provide some scenarios (examples to follow), may include objectives and summaries to give the user direction but do not constrain him to learn specific commands.



L1: Recall, build-up

Overview

Model L1 uses a basic structure that displays feedback for each item that you choose by clicking.

Features of Model L1 include:

- main topic display with placeholders for labels.
- supports up to nine labels and three group labels, but you can include any number of clickable items.
- clicking the mouse button displays the label or group feedback.

Try it!

Follow the steps below to try Model L1 and see what it does:

1. **Open the L1 example file.**
   The design window looks like this:

2. **Choose Run from the Try It menu.**
   The presentation window opens, as shown below.

3. **Move the cursor over a country without clicking.**
   Notice that the cursor changes from a pointer to a hand when it's over a country. The hand appears whenever the pointer is over a clickable area.
4. **Click a country.**
   The country is filled with a color corresponding to the key on the right of the screen.
5. **Click one of the colored boxes on the right.**
   All countries in that category are filled with the corresponding color. Click the box again to remove the color.
6. **Click Done.**
   The information is erased from the screen. If you had other content in your file, Authorware would move on the next icon on the flowline.
7. **Press Command-J (Macintosh) or Control-J (Windows) to return to the design window.**

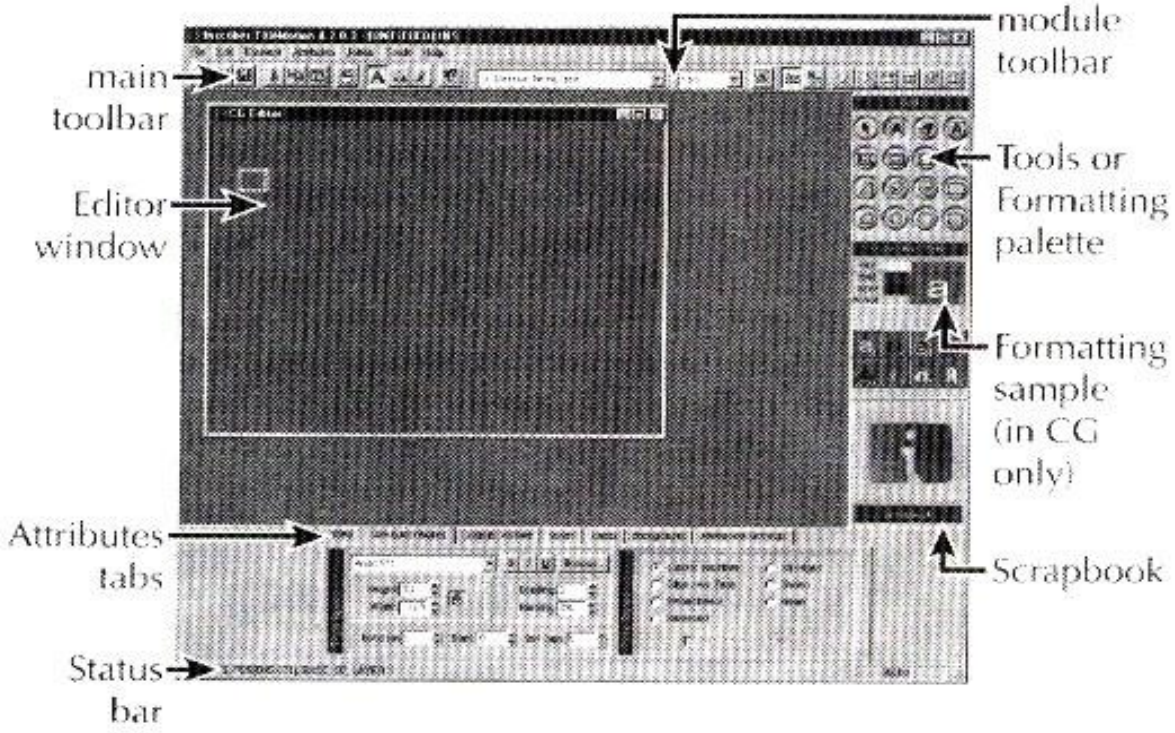
L1: Recall, build-up 5-3

FIGURE 2.8 Example of a Guided Exploration—*Authorware Models*
This guided exploration focuses on preset models in the software that the user can "try out."

Guidelines

E) The instruction manual,

The TitleMotion Screen



Guidelines

4-present skills in a logical, cumulative structure

5- Offer highly specific instructions

6- give practice and feedback at each skill level

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thank you!