

BACHELOR INFORMATICA



UNIVERSITEIT VAN AMSTERDAM

CLIsis: An Interface for Visually Impaired Users of Apache Isis Applications

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Abstract

This will be the abstract.

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Introduction

This chapter will introduce the subject to the reader and explain its purpose.

1.1 Research questions

The main research question and two subquestions are shared with the reader.

1.2 Overview of thesis

A short overview of what this thesis will describe is given.

Theoretical background

This chapter provides information on the technology related to this project.

2.1 Apache Isis

This section will describe what Apache Isis exactly is.

2.1.1 Domain Driven Design

As Apache Isis is a framework based on Domain Driven Design, I will briefly describe the core concepts of DDD.

2.1.2 Naked Objects pattern

Apache Isis implements the Naked Objects Pattern, which is related to DDD.

2.2 User interface migration in history

This section will provide some context around the issues that arise when implementing a new interface.

2.2.1 Issues and caveats

Methods

This chapter will describe the employed methods.

3.1 User interface migration

This section will describe what method I have applied to perform the user interface migration.

3.1.1 Detection

Step one of the migration method.

3.1.2 Representation

Step two of the migration method.

Specifications

The set of specifications that are derived from section 3.1.1 are presented.

3.1.3 Transformation

Step three of the migration method.

3.2 Experiments

A description of the methods used to conduct the experiments.

3.2.1 GOMS

The Goals, Operators, Methods, Selection rules method is explained.

3.2.2 Time trial

A custom time trial method is described.

Implementation

This chapter describes the practical side of the project.

4.1 Frameworks and tools

This section expands on what available software tools I have used to implement the new interface.

4.1.1 REST API

This subsection will describe how Apache Isis' REST API works and how it is incorporated in the new interface.

4.1.2 AngularJS

Here I will explain the choice for AngularJS.

4.1.3 Web Speech API

This subsection will describe how the Web Speech API is used.

4.2 Functionality

This section will expand on the individual components that process the information from the REST API.

4.2.1 Main module

This subsection describes the main app module.

4.2.2 Controllers

This subsection describes each controller's functionality.

4.2.3 Views

This subsection describes the purpose of each view.

Evaluation

This chapter describes the experiment results and answers the research questions.

5.1 Specification requirements

In this section, I will motivate which specifications have been met in the implementation. With this information I will be able to answer the first subquestion.

5.2 Experiments

5.2.1 GOMS

Here, the results from applying GOMS will be evaluated.

5.2.2 Time trial

Here, the results from the time trial experiment will be evaluated.

5.2.3 Performance difference

This subsection will evaluate the experiment results and answer the second subquestion.

Conclusion

Here, I will answer the research question and make any other conclusions.

6.1 Future work

Any remaining future work can be discussed here.

6.2 Acknowledgements

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Application manual

A.1 Installation

This appendix provides instructions on running the demo application.

A.2 User manual

A concise manual to use the interface.

Time trial test class

Here I will describe how the time trial has been implemented in Java.