CS2BC1 Assignment 2 2019-20

- *This assignment is mandatory. Failure to submit will mean automatic failure of the module.*
- *Late submissions will be penalised by 10% for each day you are late without providing legitimate reasons.*
- *If late by over 6 days then you will automatically fail the assignment. Remember you must pass your overall continuous assessment to pass the module.*
- ***This is an individual project**. Plagiarism, even if accidental, will not be tolerated and will result to a reduced grade or a no grade and possible disciplinary proceedings.*

All students must:

1. Think of a computerised information system that you use regularly. This could be a library system, an ATM that you use to get cash, a website that you visit frequently, a smart phone app or any other information system with which you are familiar. Write down which elements of the interface support the following 5 **user** tasks: i) Read and Interpret information, ii) Issue commands to the system, iii) Enter words and numbers into the system (data entry), iv) Read and interpret the results, and v) respond to and correct errors. If the system does not support these 5 tasks you need to pick another system!

You must provide sketches or screen shots of the interface elements you discuss in an appendix to your report.

2. Evaluate each of these 5 interface elements in terms of learnability, visibility, efficiency, and error prevention.

3. Underlying these 5 interface elements is an interface model that the system designers are using to communicate with you, the users. Draw a UML class diagram that represents your understanding of the interface model that they are using (hint: this should be similar to your internal user model of the system if they are doing their job well and you have no insider knowledge of the system).

4. Refine you class diagram to offer a design level definition of the operations on the classes that might be called from the UI code.

5. For each of the elements of the interface that you have listed in task 1, write down one idea about how they can be improved. Include any sketches or mock-ups of the improved interfaces in a second appendix to your report.

6. Submit an electronic report (not exceeding 4 pages plus your appendices with screen shots or interface sketches) to me via blackboard by **12:00 midnight Wednesday the 18th March 2020**. The UML class diagrams should be created in a tool such as Argo UML or draw.io and pasted into the report. Each diagram should have some brief introductory text.