

# **IN4MATX 133: User Interface Software**

Lecture 11:  
Separation in Angular &  
Modeling human performance

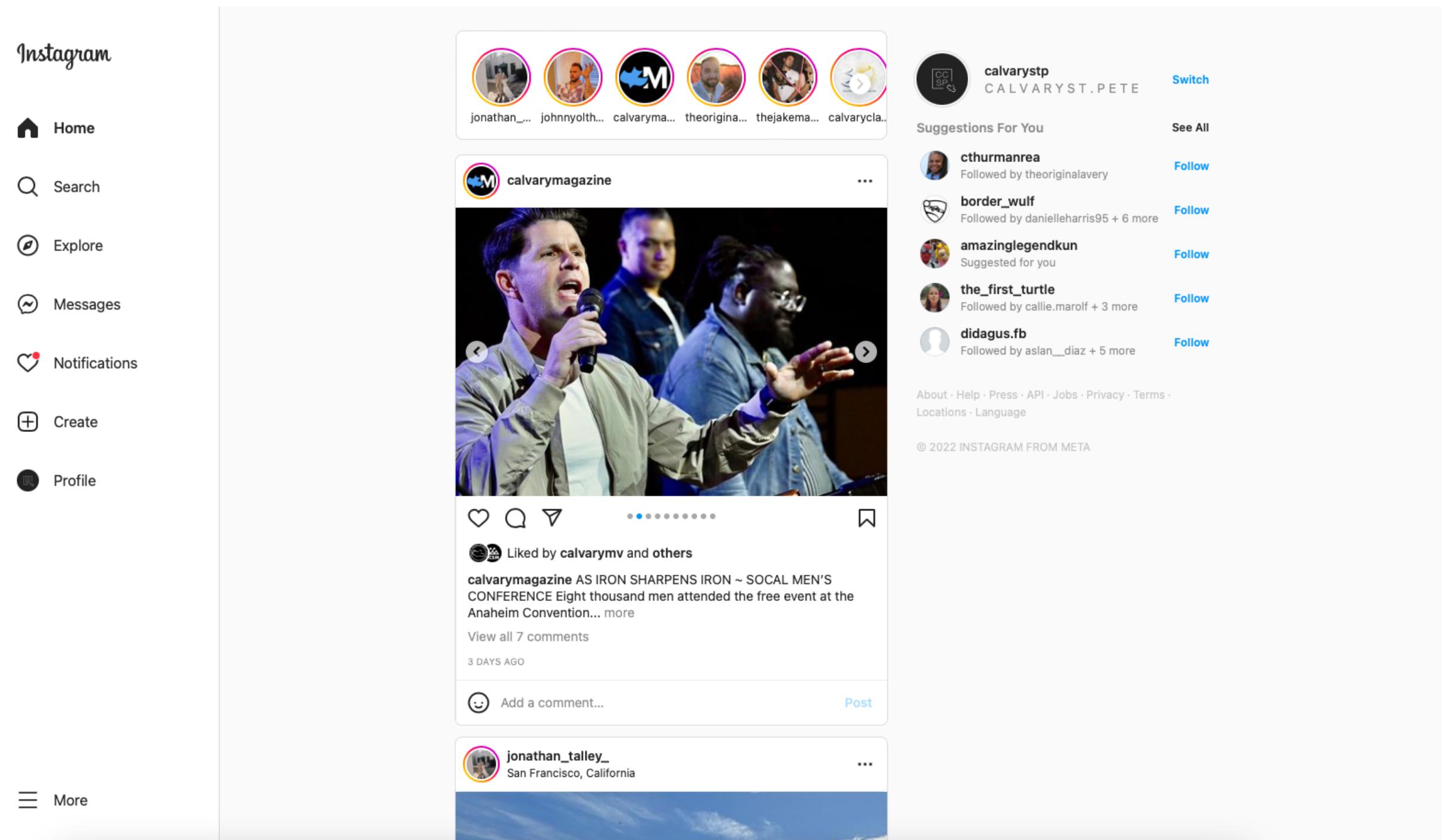
# Today's goals

By the end of today, you should be able to...

- Differentiate and explain the roles of Angular components, modules, and services
- Implement a service in Angular
- Navigate Angular's file structure
- Describe the major components of Fitts's Law
- Explain how Fitts's Law impacts how interfaces should be designed
- Describe approaches for correcting systematic errors in touch performance

# A “large” client interface

- Hundreds of pages and ways to navigate between pages
- Repeated UI elements (status updates)
  - Angular implements these as *components*
- Different content, links, etc. displayed for each person



# A “large” client interface

- Loading lots of libraries can be slow and expensive
- So Angular supports importing the components you need

# “Standalone” components

- You can import a component within another component
- New in Angular 19 (2024), previously there were modules to essentially “wrap” components

# Angular routing

- Angular maintains a list of “routes”
  - Routing: defines what URLs to send to what endpoints
  - For Angular, defines what URLs to send to what components

# Angular routing

## app-routing.module.ts (or app.routes.ts in newer Angular)

```
import { NgModule } from '@angular/core';
import { Routes, RouterModule } from '@angular/router';
import { ArtistPageComponent } from './pages/artist-page/artist-page.component';
import { TrackPageComponent } from './pages/track-page/track-page.component';
import { AlbumPageComponent } from './pages/album-page/album-page.component';
import { HomePageComponent } from './pages/home-page/home-page.component';

const routes: Routes = [
  { path: 'artist/:id', component: ArtistPageComponent}, ←Listens for any endpoint
  { path: 'track/:id', component: TrackPageComponent},
  { path: 'album/:id', component: AlbumPageComponent},
  { path: '', component: HomePageComponent}
];

@NgModule({
  imports: [RouterModule.forRoot(routes)],
  exports: [RouterModule]
})
export class AppRoutingModule { }
```

artist/:id  
id can be retrieved in  
album-page.component.ts

# Retrieving route in a component

```
import { Component, OnInit } from '@angular/core';
import { ActivatedRoute } from '@angular/router';

@Component({
  selector: 'app-album-page',
  templateUrl: './album-page.component.html',
  styleUrls: ['./album-page.component.css']
})
export class AlbumPageComponent implements OnInit {

  constructor(private route: ActivatedRoute) {} ←“Injecting a service”

  ngOnInit() {
    var albumId = this.route.snapshot.paramMap.get('id'); ← Retrieve the id
    }                                     from the URI
}

}
```

# Angular services

- Anything not associated with a specific view should be turned into a *service*
  - e.g., getting data from an API, parsing URIs for routing information
- Helps keep components lightweight
- Services can then be *injected* into a component (*importing*)
- To inject, import the service and retrieve it as a parameter in the constructor
  - `ng generate service [name]`

# Angular services

```
import { Component, OnInit } from '@angular/core';
import { ActivatedRoute } from '@angular/router'; ← Importing a service

@Component({
  selector: 'app-album-page',
  templateUrl: './album-page.component.html',
  styleUrls: ['./album-page.component.css']
})
export class AlbumPageComponent implements OnInit {

  constructor(private route: ActivatedRoute) {} ← Injecting it

  ngOnInit() {
    var albumId = this.route.snapshot.paramMap.get('id'); ← Service can be
    }                                                 referenced later
  }
}
```

# Angular services

```
import { Injectable } from '@angular/core'; ←Defined as injectable
import { HttpClient, HttpHeaders } from '@angular/common/http';
@Injectable({
  providedIn: 'root' ←What module(s) can use this service
})
export class SpotifyService {
  baseUrl:string = 'http://localhost:8888';

  constructor(private http:HttpClient) { } ←HttpClient injected

  private sendRequestToExpress(endpoint:string) {
  }
}
```

↑  
Services can inject other services!

# Import a custom service

```
import { Component, OnInit } from '@angular/core';
import { ActivatedRoute } from '@angular/router';
import { SpotifyService } from '../services/spotify.service';

@Component({
  selector: 'app-album-page',
  templateUrl: './album-page.component.html',
  styleUrls: ['./album-page.component.css']
})
export class AlbumPageComponent implements OnInit {
```

```
  constructor(private route: ActivatedRoute,
  private spotifyService:SpotifyService) { }
```

Inject it like any other service



Import service via file structure

# Angular classes

- Plain-old classes can also be made in Angular
  - Any processing or munging you need to do, for example

- ng generate class [name]

```
export class Dataparser {  
  public constructor() {  
    console.log('Hello, world!');  
  }  
}
```

# Import a class

```
import { Component, OnInit, Input } from '@angular/core';
import { Dataparser } from '../dataparser';

@Component({
  selector: 'app-day',
  templateUrl: './day.component.html',
  styleUrls: ['./day.component.css']
})
export class DayComponent implements OnInit {
  @Input() today:string;

  days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

  constructor() {
    var data = new Dataparser();
  }

  ngOnInit() {
  }
}
```

↑ Import class via file structure

↑ Instantiate it like any other class

# Import a library

- Since Angular is in TypeScript, it can use any JavaScript or TypeScript library
- Install as normal with npm: `npm install [packagename]`
  - If you want TypeScript typings, don't forget to install `@types/[packagename]`

# Import a library

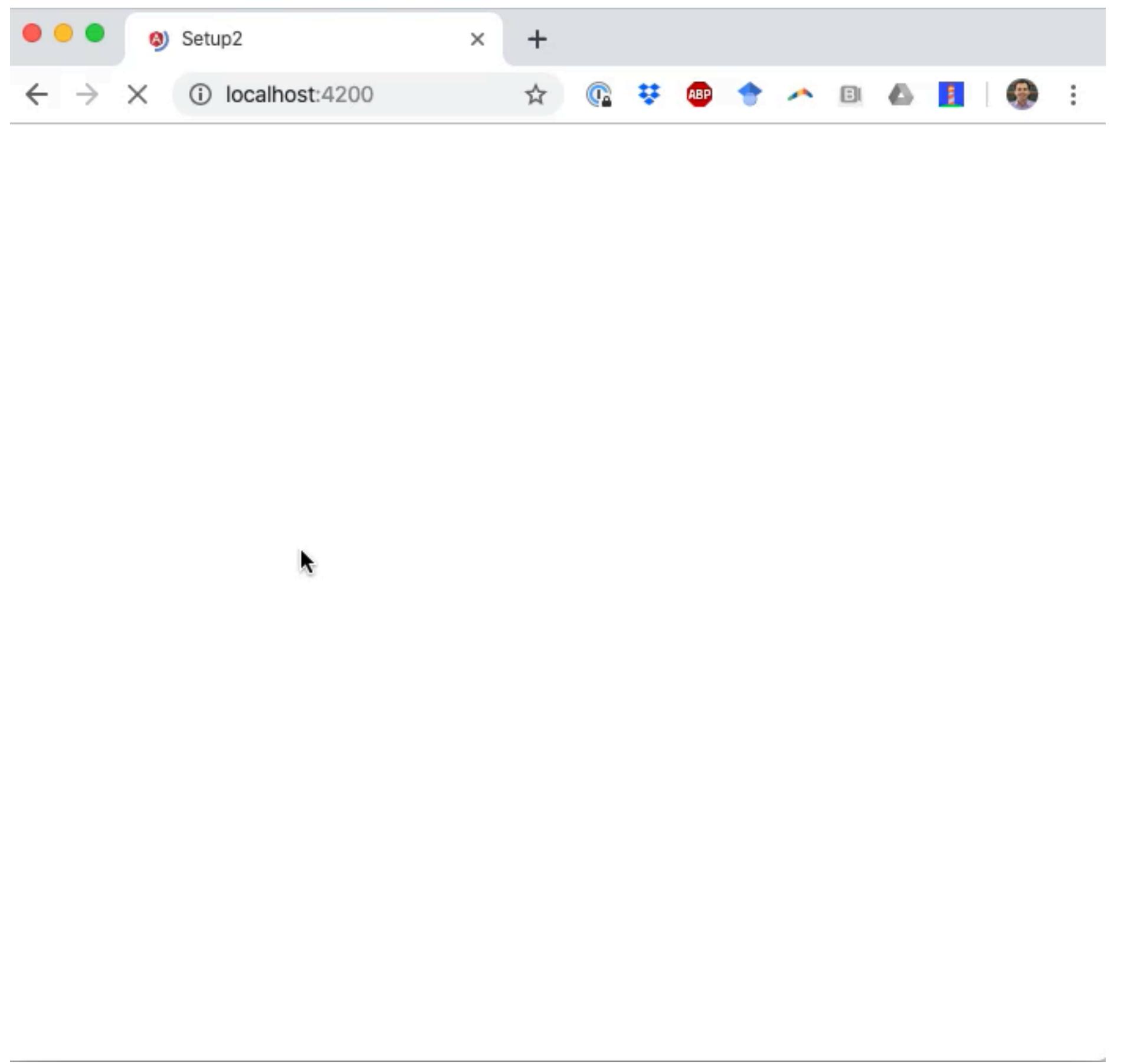
```
import chroma from 'chroma-js'; ←Note: different syntax  
  
export class Dataparser {  
  
  constructor() {  
    console.log(chroma('royalblue')); // '#4169e1'  
  }  
}  
↑  
Can now be referenced
```

# Angular's file structure

- Angular projects generate a *lot* of files
  - There are about 75 in the starter code for A3
- Most are boilerplate

```
▼ example
  ▶ e2e
  ▶ node_modules
  ▼ src
    ▼ app
      ▶ day
      ▶ hello
      /* app-routing.module.ts
      /* app.component.css
      <> app.component.html
      /* app.component.spec.ts
      /* app.component.ts
      /* app.module.ts
    ▶ assets
    ▶ environments
    □ browserslist
    ▲ favicon.ico
    <> index.html
    /* karma.conf.js
    /* main.ts
    /* polyfills.ts
    /* styles.css
    /* test.ts
    /* tsconfig.app.json
    /* tsconfig.spec.json
    /* tslint.json
    □ .editorconfig
    ≡ .gitignore
    /* angular.json
    /* package-lock.json
    /* package.json
    <> README.md
    /* tsconfig.json
    /* tslint.json
```

# Rolling Dice

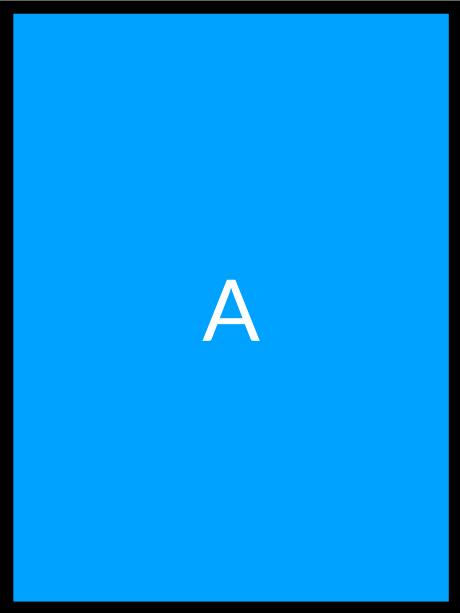


# **Switching topics: Modeling performance**

# Question



Which button would be faster to click on?



- A
- B
- C Roughly equal
- D
- E

**Which button would be faster to click on?**



Roughly equal

A

0%

B

0%

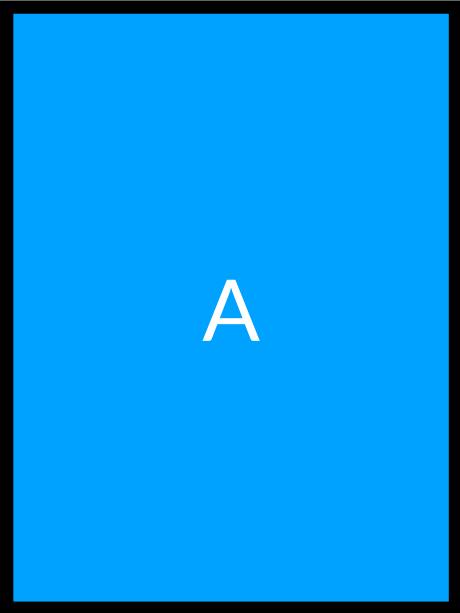
Roughly equal

0%

# Question



Which button would be faster to click on?



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- E

# Fitts's Law (1954)

- Models time to acquire targets in aimed movement
  - Reaching for control in a cockpit
  - Moving across a dashboard
  - Pulling defective items from a conveyor belt
  - Clicking on icons using a mouse

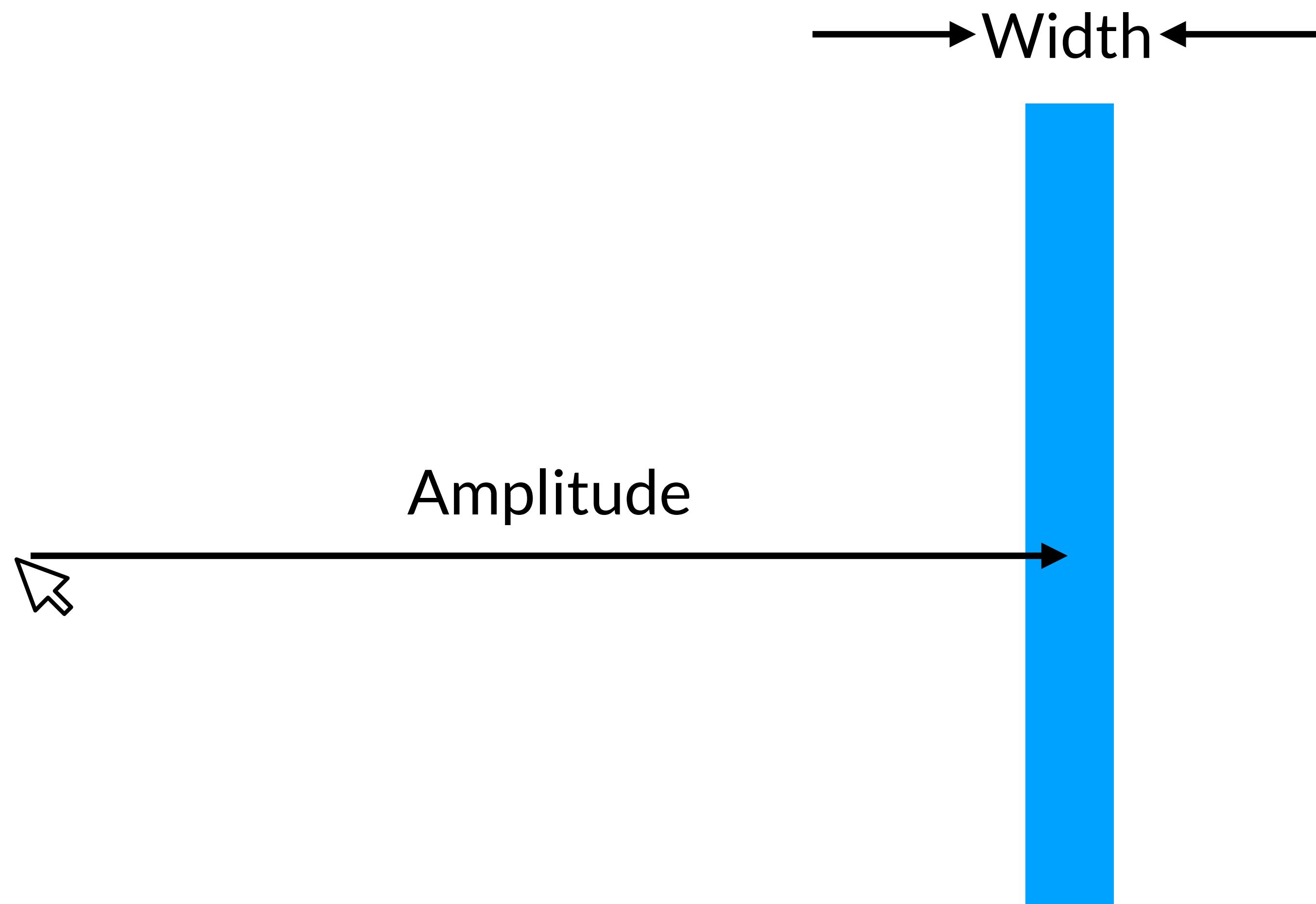
[https://en.wikipedia.org/wiki/Fitts%27s\\_law](https://en.wikipedia.org/wiki/Fitts%27s_law)

# Fitts's Law (1954)

- Very powerful, widely used
  - Holds for many circumstances (e.g., under water)
  - Allows for comparison among different experiments
  - Used both to measure and predict

[https://en.wikipedia.org/wiki/Fitts%27s\\_law](https://en.wikipedia.org/wiki/Fitts%27s_law)

# Point-select task



# Fitts's Law

- $MT = a + b \log_2(A / W + 1)$ 
  - What kind of equation does this look like?

# Fitts's Law

- $MT = a + b \log_2(A / W + 1)$ 
  - What kind of equation does this look like?
- $y = mx + b$
- $MT = a + bx$ , where  $x = \log_2(A / W + 1)$ 
  - $x$  is called the Index of Difficulty (ID)
  - As “A” goes up, ID goes up
  - As “W” goes up, ID goes down

# Movement Time (MT)

- $MT = a + b \log_2(A / W + 1)$
- Time, in seconds, to acquire the target (e.g., click on the button)

# Index of Difficulty (ID)

- $\log_2(A / W + 1)$ 
  - Fitts's Law claims that the time to acquire a target increases linearly with the log of the ratio of the movement distance or amplitude (A) to target width (W)

# Index of Difficulty (ID)

- $\log_2(A / W + 1)$ 
  - Fitts's Law claims that the time to acquire a target increases linearly with the log of the ratio of the movement distance or amplitude (A) to target width (W)
- Why is it significant that it is a ratio?
  - Units of A and W don't matter
  - Allows comparison across experiments

# Index of Difficulty (ID)

- $\log_2(A / W + 1)$ 
  - Fitts's Law claims that the time to acquire a target increases linearly with the log of the ratio of the movement distance or amplitude (A) to target width (W)
- ID units typically in “bits”
  - Because of association with information capacity and somewhat arbitrary use of base-2 logarithm

# Index of Performance (IP)

- $MT = a + b \log_2(A / W + 1)$ 
  - $b$  is slope
- $1/b$  is called Index of Performance (IP)
  - If MT is in seconds, IP is in bits/second
- Also called “throughput” or “bandwidth”
- a and b depend on the input device

# Question



Will a mouse or a touchpad have lower movement time (MT)?

- A mouse
- B A touchpad
- C Roughly equal
- D
- E

# Will a mouse or a touchpad have lower movement time (MT)?

A mouse

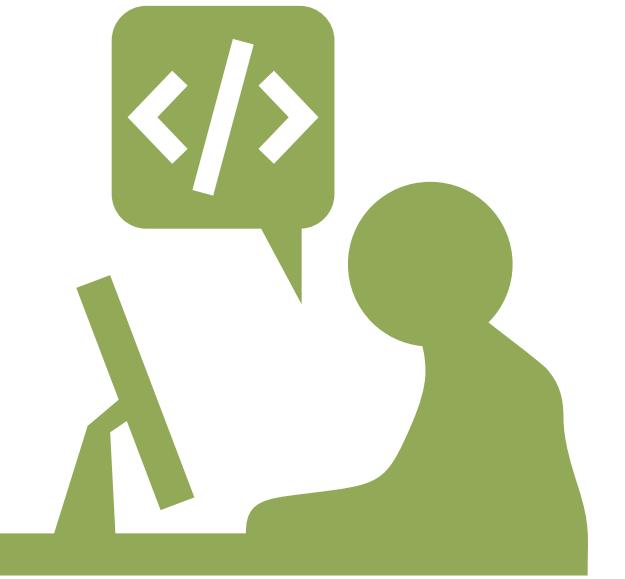
0%

A touchpad

0%

Roughly equal

0%



# [Fitts's law demo]

<http://www.yorku.ca/mack/FittsLawSoftware/>

# “Beating” Fitts’s law

- It is the law, right?
  - $MT = a + b \log_2(A/W + 1)$
- So how can we reduce movement time?
  - Reduce amplitude (A)
  - Increase width (W)

# “Beating” Fitts’s law

- Put targets closer together
- Make targets bigger
- Make cursor bigger
- Make impenetrable edges

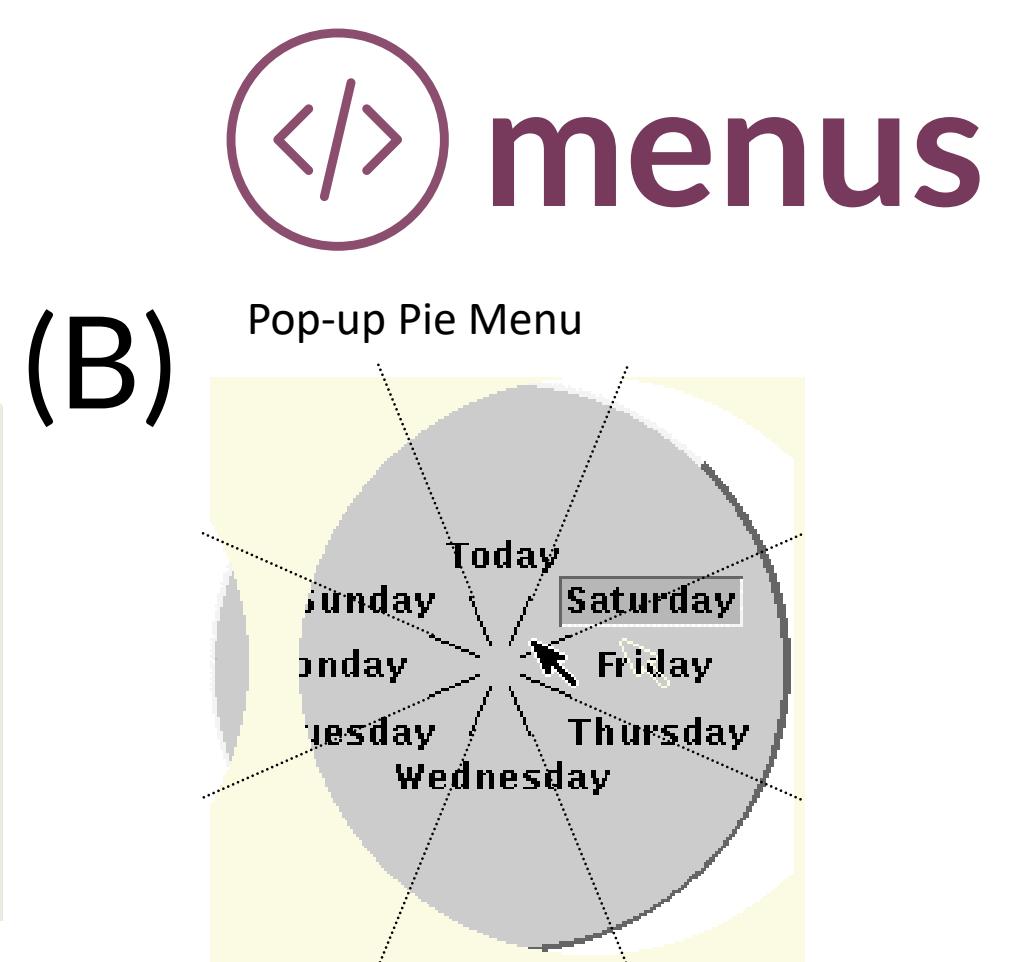
# Question



Which menu will be faster on average?

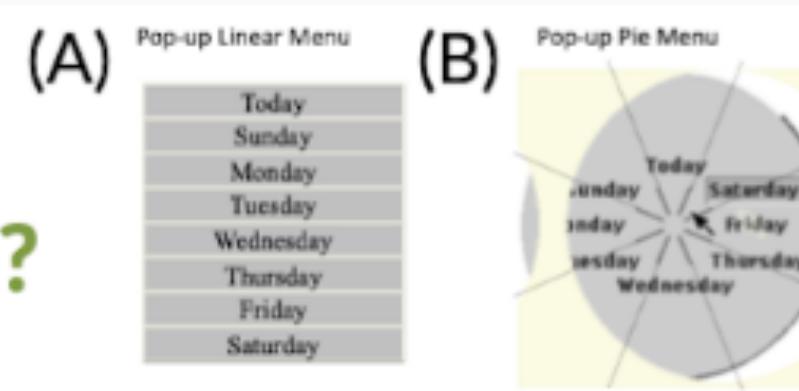
(A) Pop-up Linear Menu

Today
Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday



- A
- B
- C Roughly equal
- D
- E

Which menu will be faster on average?



A

0%

B

0%

Roughly equal

0%

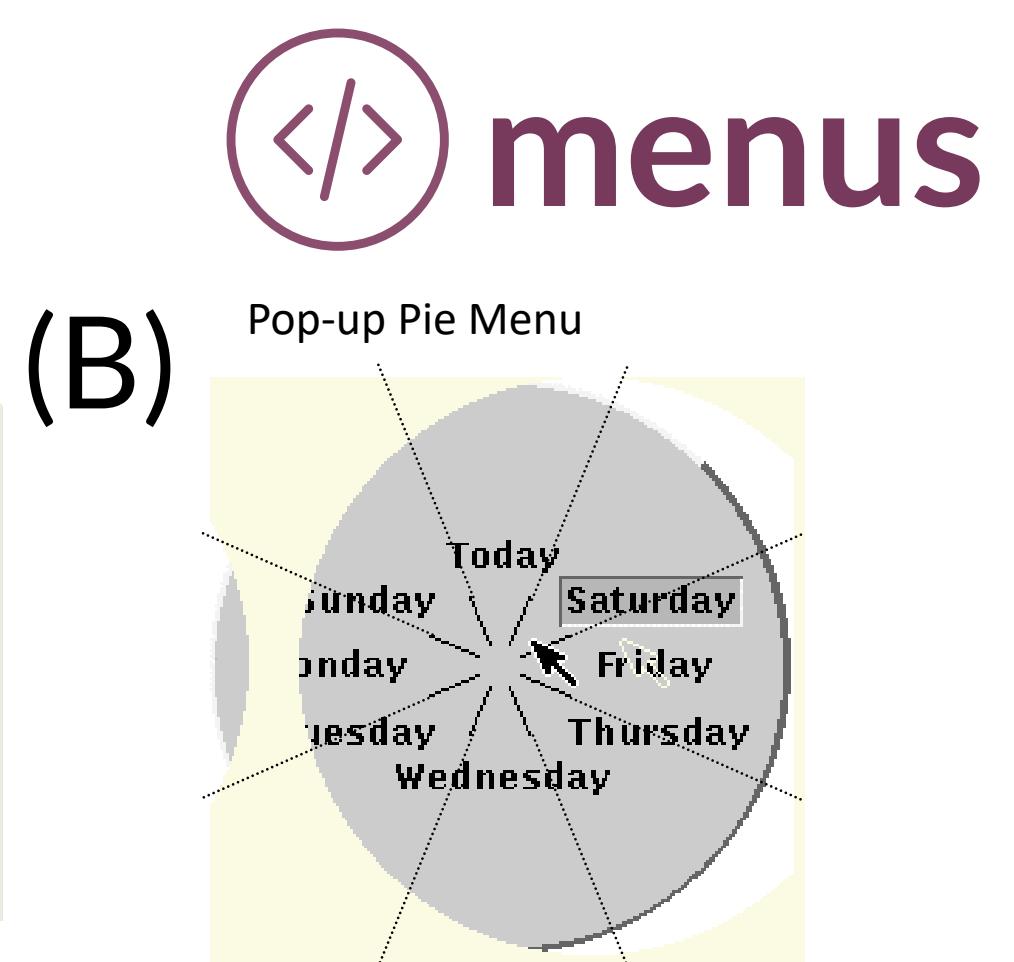
# Question



Which menu will be faster on average?

(A) Pop-up Linear Menu

Today
Sunday
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday



- A
- B
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- E

# Fitts's Law in windowing

- Windows 95: missed by a pixel
- Windows XP: good to the end
- Corners and edges make great targets
  - Do not have to move precisely to trigger them
  - They have “infinite” width



# Fitts's Law in other domains

- How would Fitts's Law apply to using touch input on a phone?
  - Shorter distances (smaller screen)
- All things being equal, movement times *should* be lower
  - Shorter distances, faster to move your finger than a mouse

# Fitts's Law in other domains

- But in practice, touchscreens on mobile tend not to be much faster
  - Buttons are smaller
  - People tend to be slower near the edges of touchscreens

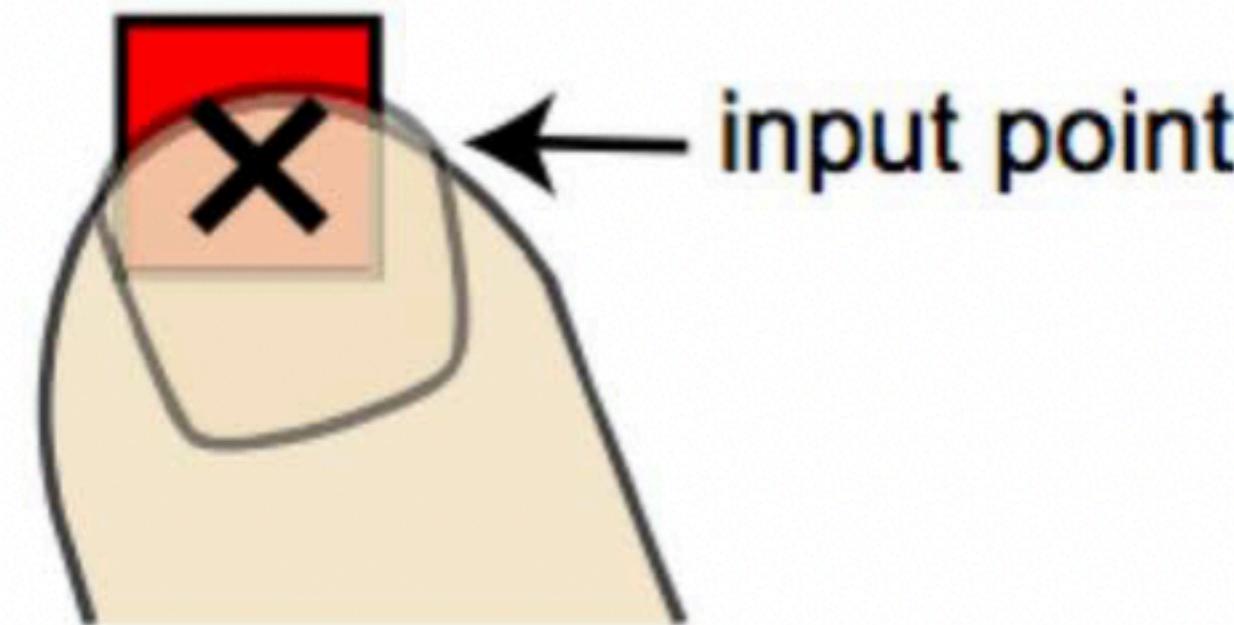
# **Modeling input**

# Modeling mouse position

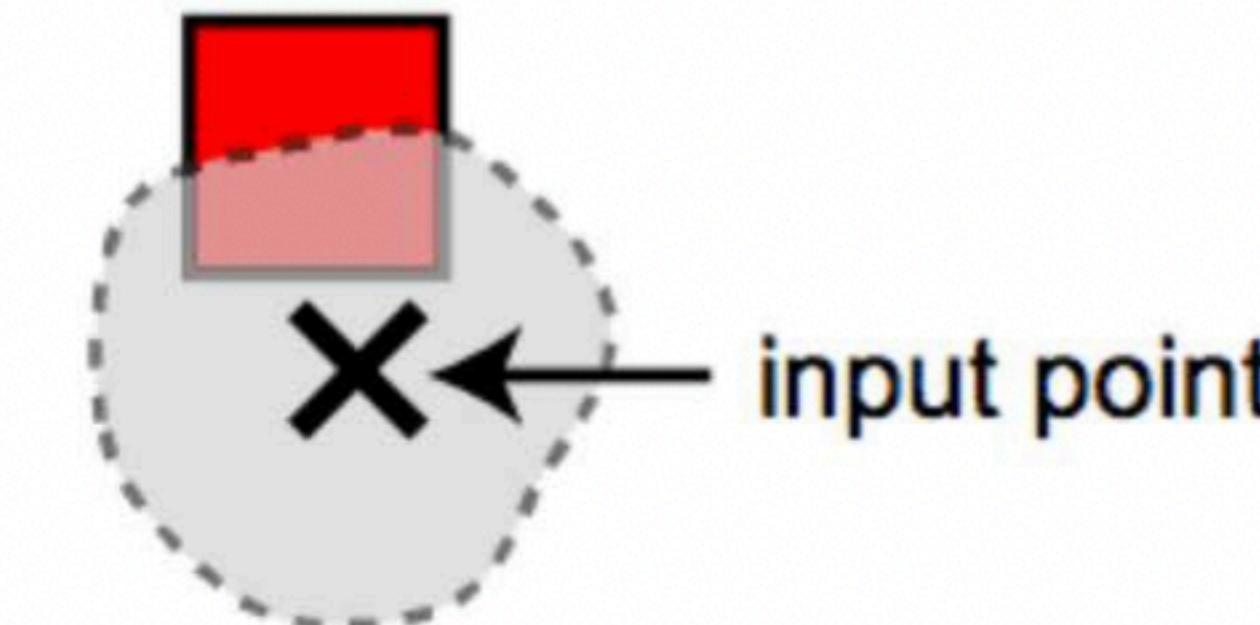
- Mouse pointer is relatively small
- We model it via X, Y position on the screen
- See whether that X, Y overlaps with a button, for example
  - Targets are usually large enough that “exact” position does not matter

# Modeling touch position

(a) user view



(b) hardware view



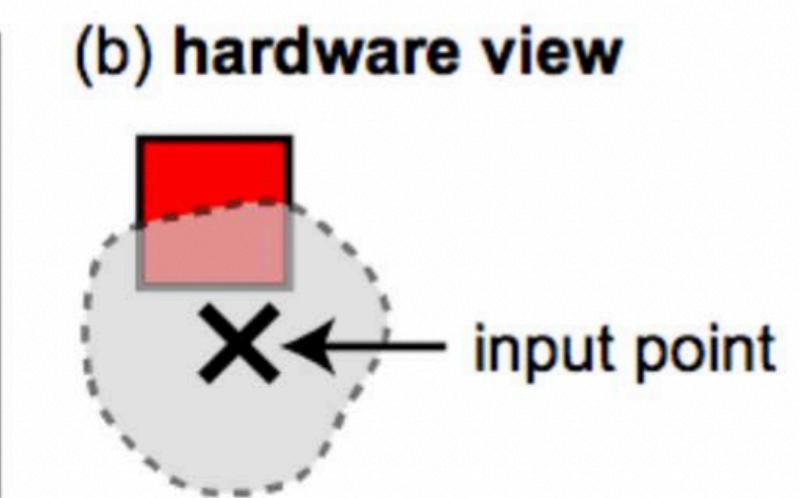
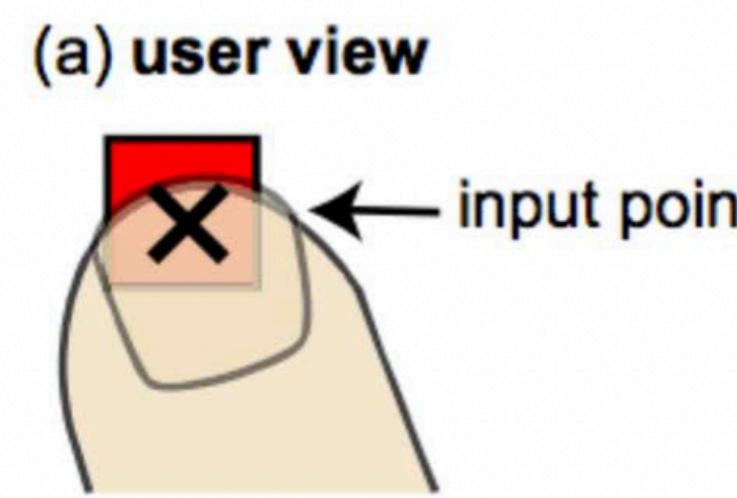
# Modeling touch position

- One interpretation of the problem:  
*our fingers are fat*
  - We should use tiny styluses to make our selection more accurate
- Another interpretation:  
*our model of touch position is inaccurate*
  - We should make our model better

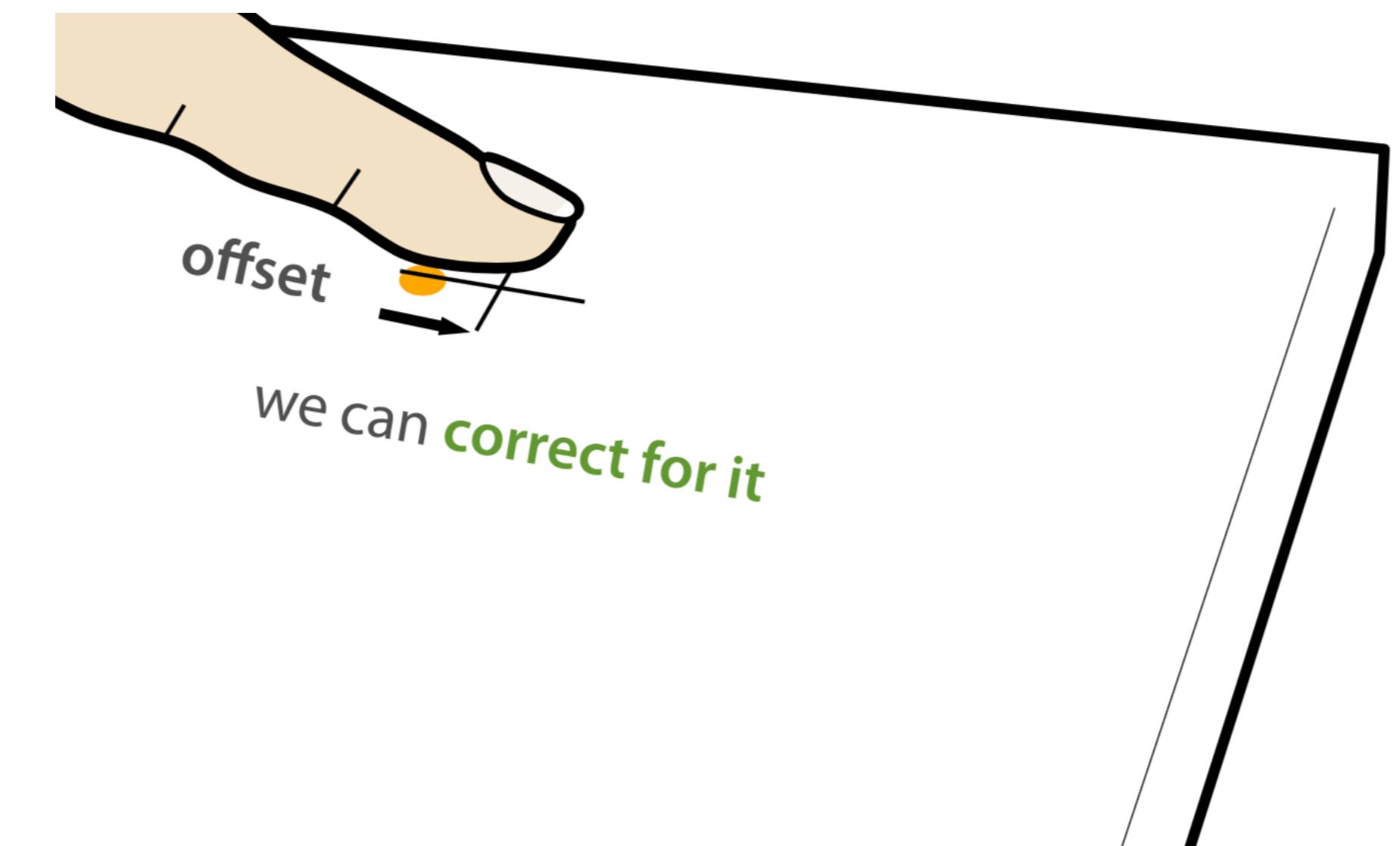
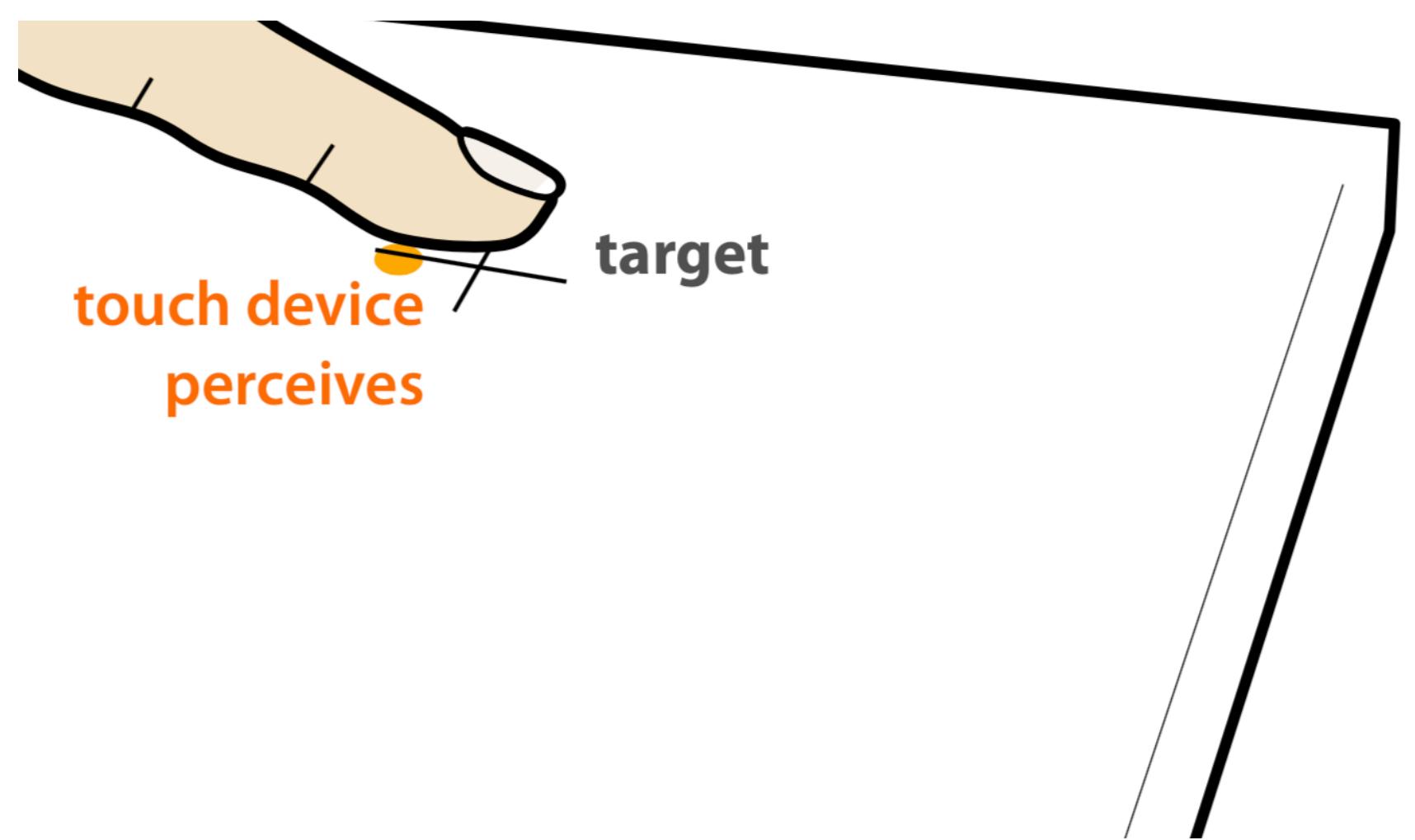


# Modeling touch position

- How can we improve our model?
- Make the hardware view more closely match the user view

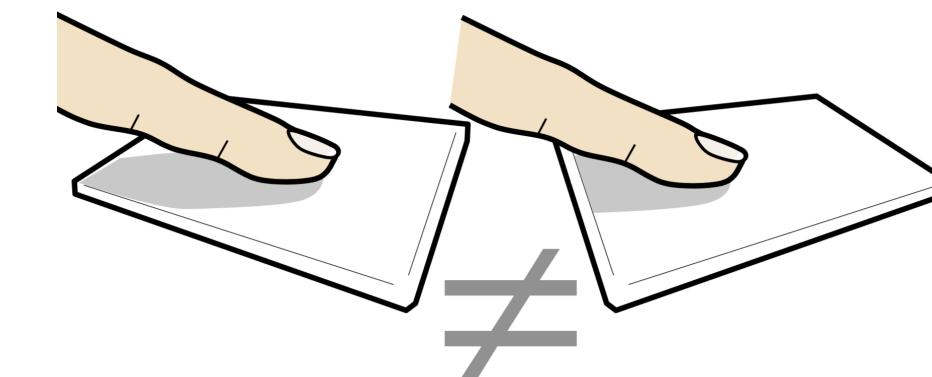


# Modeling touch position

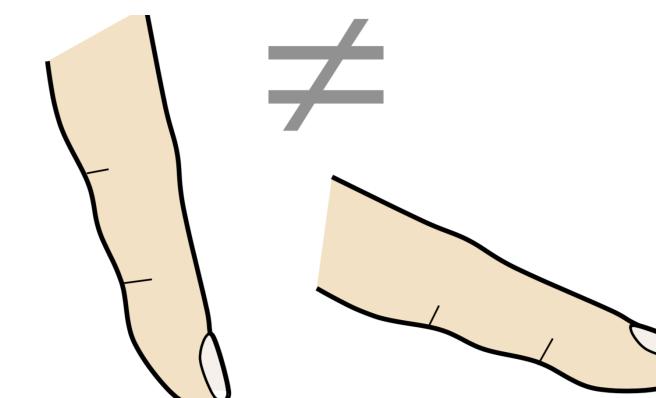


# Modeling touch position

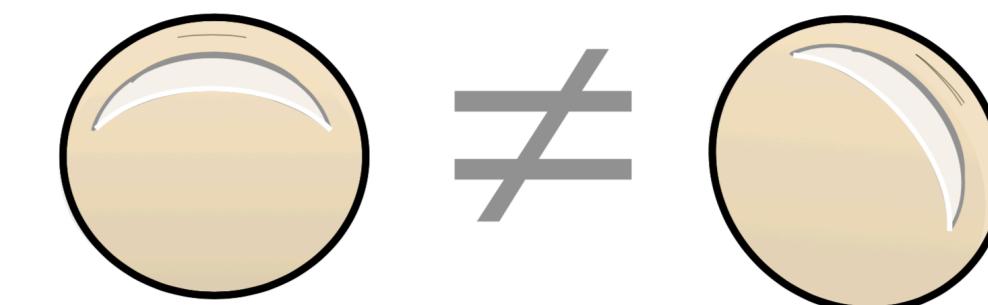
- Hypothesis: yaw, pitch, and roll all impact touch position
  - Additionally, for each person, finger size/shape and mental model impact touch position



Yaw: angle of touch device



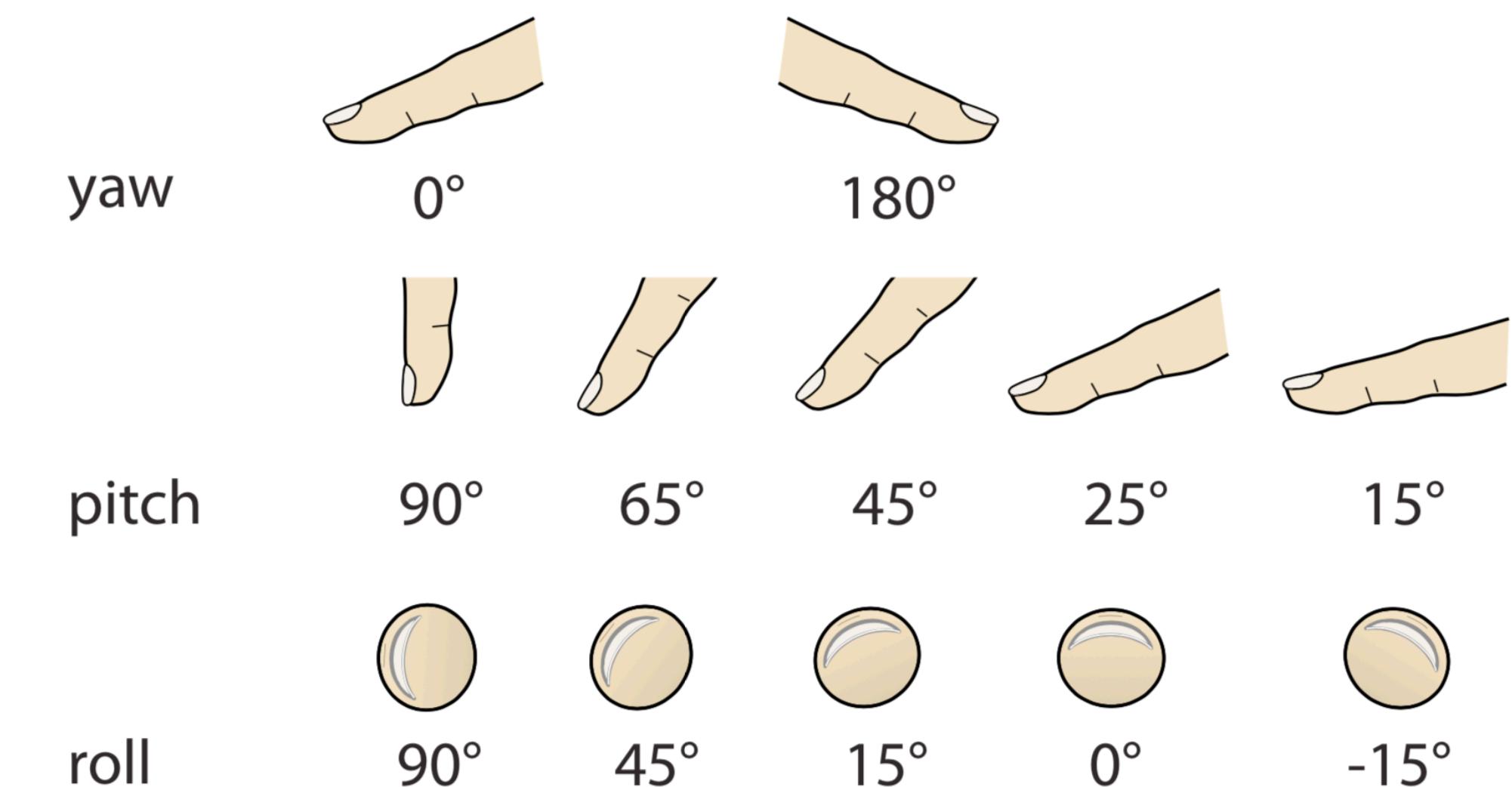
Pitch: angle of finger



Roll: rotation of finger

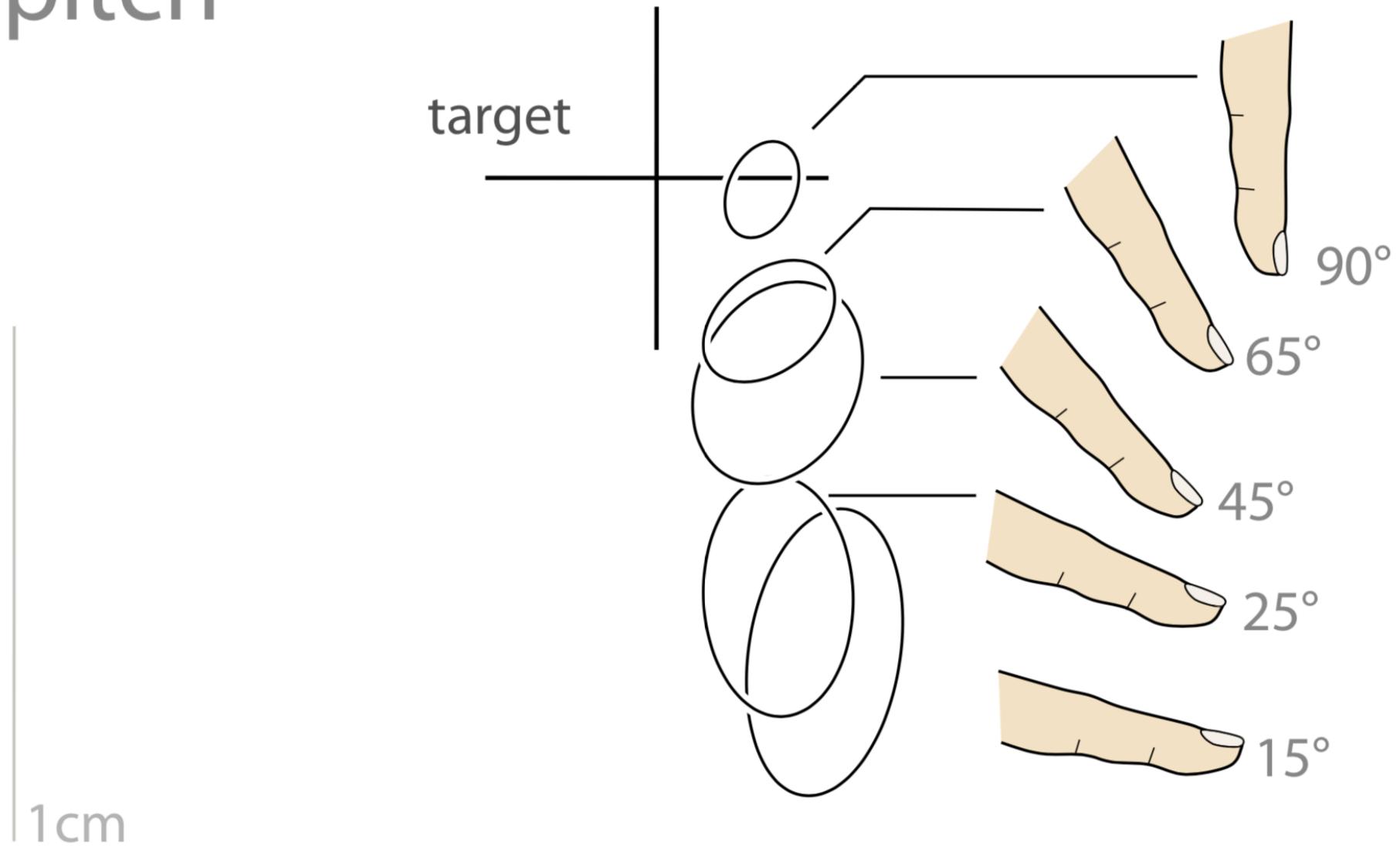
# Modeling touch position

- Ran a study
  - 12 participants touched 600 points each
  - Varied yaw, pitch, and roll

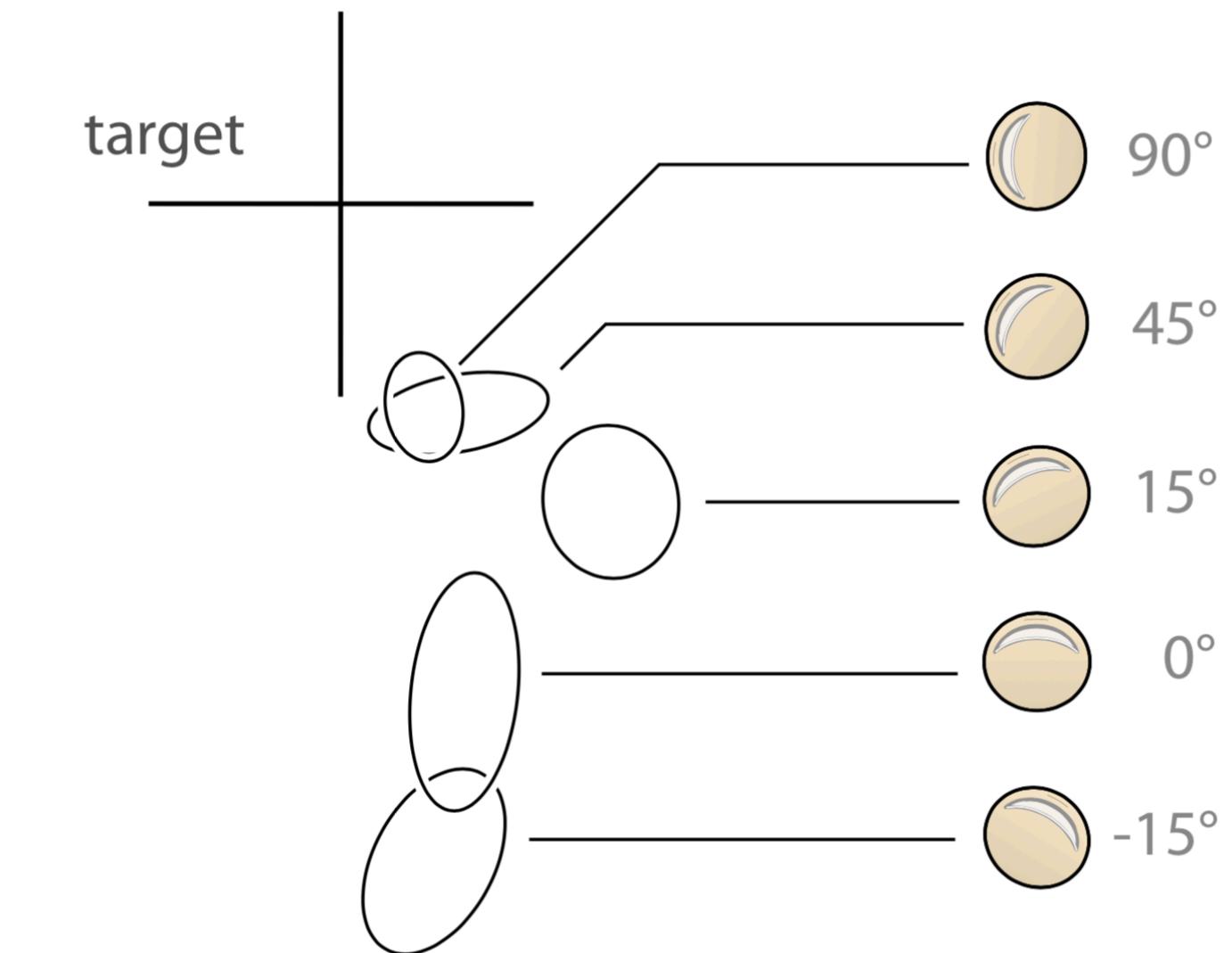


# Modeling touch position

pitch

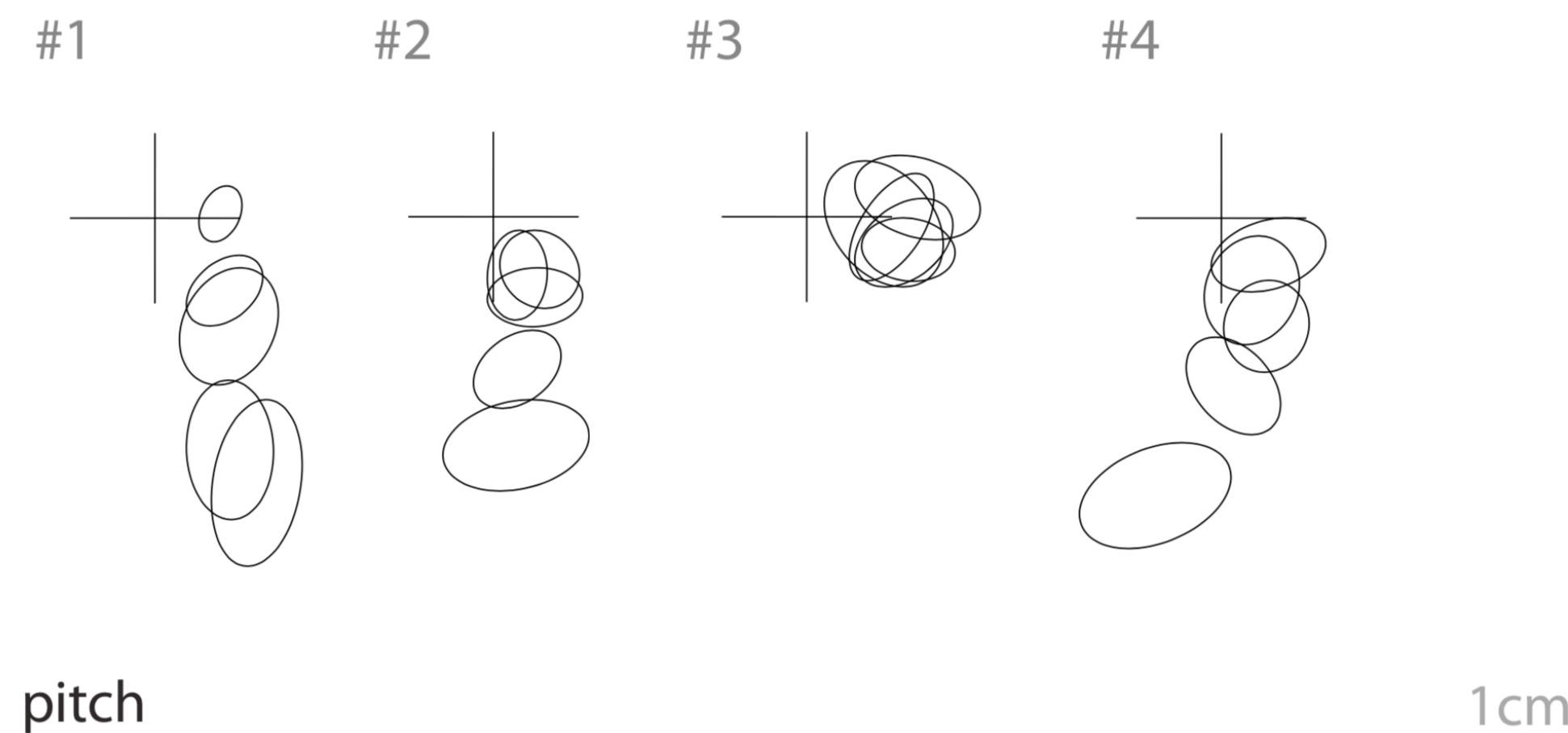


roll



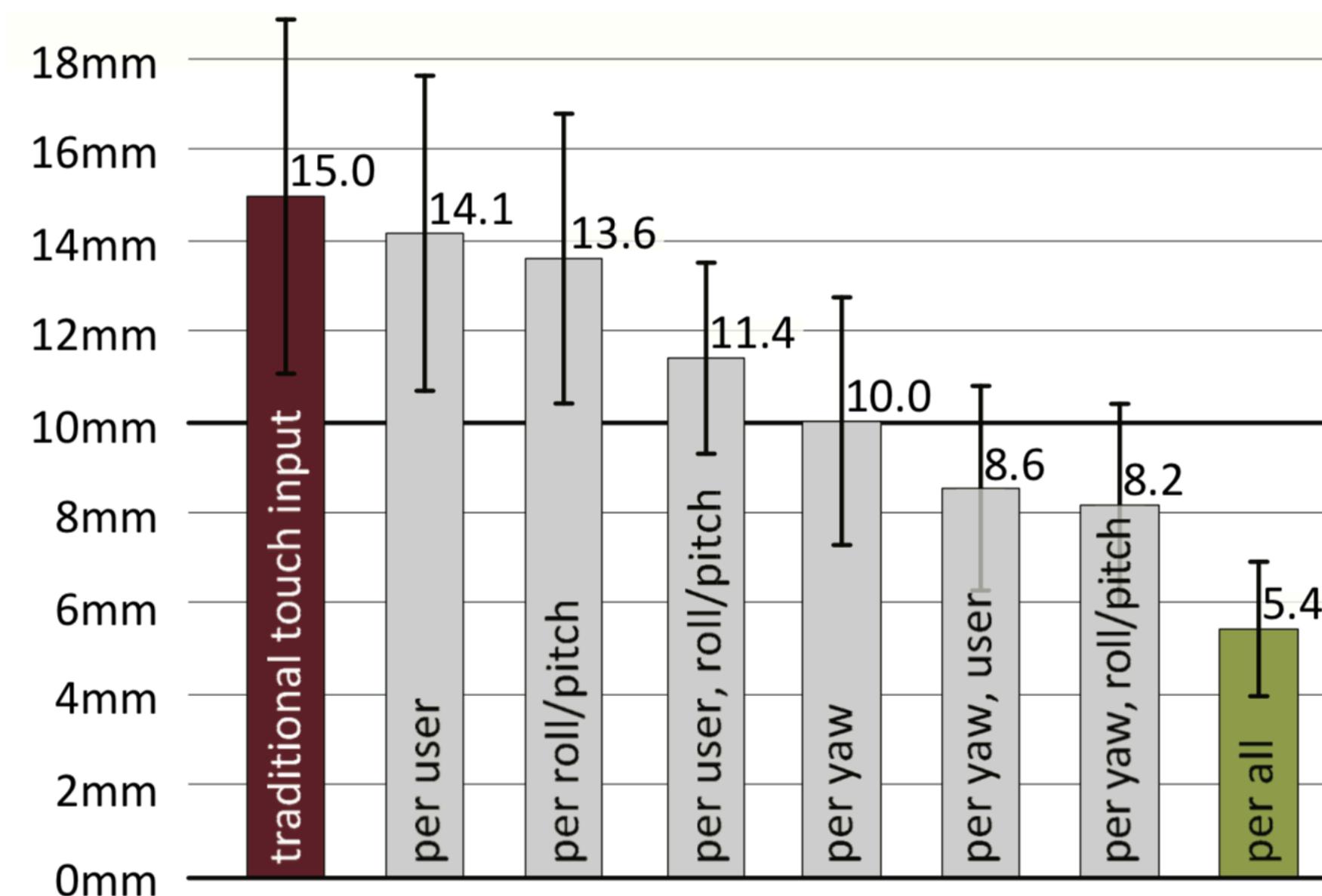
# Modeling touch position

user



# Modeling touch position

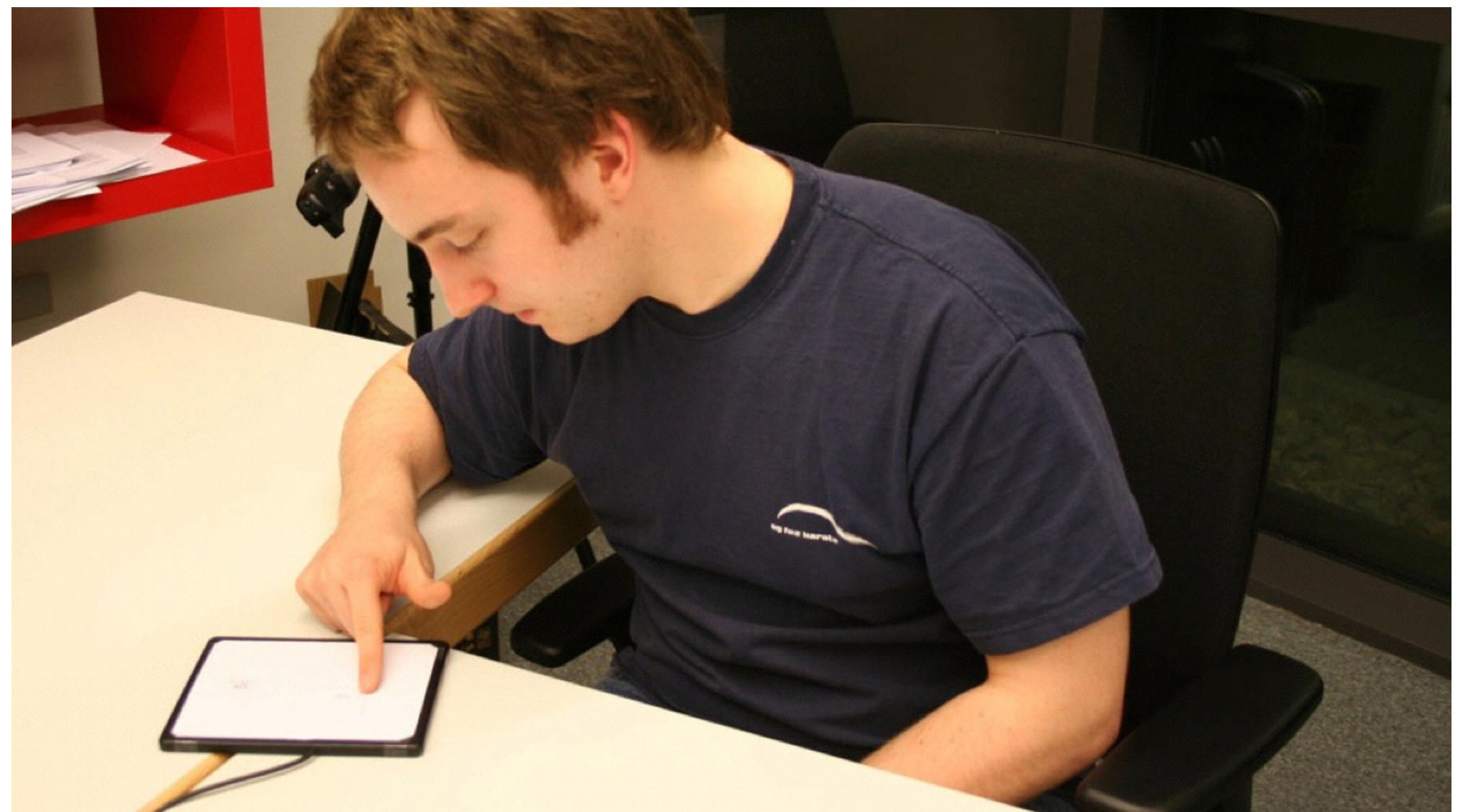
minimum button size



Improving the model means that buttons can be **3x** smaller and not be any harder to click

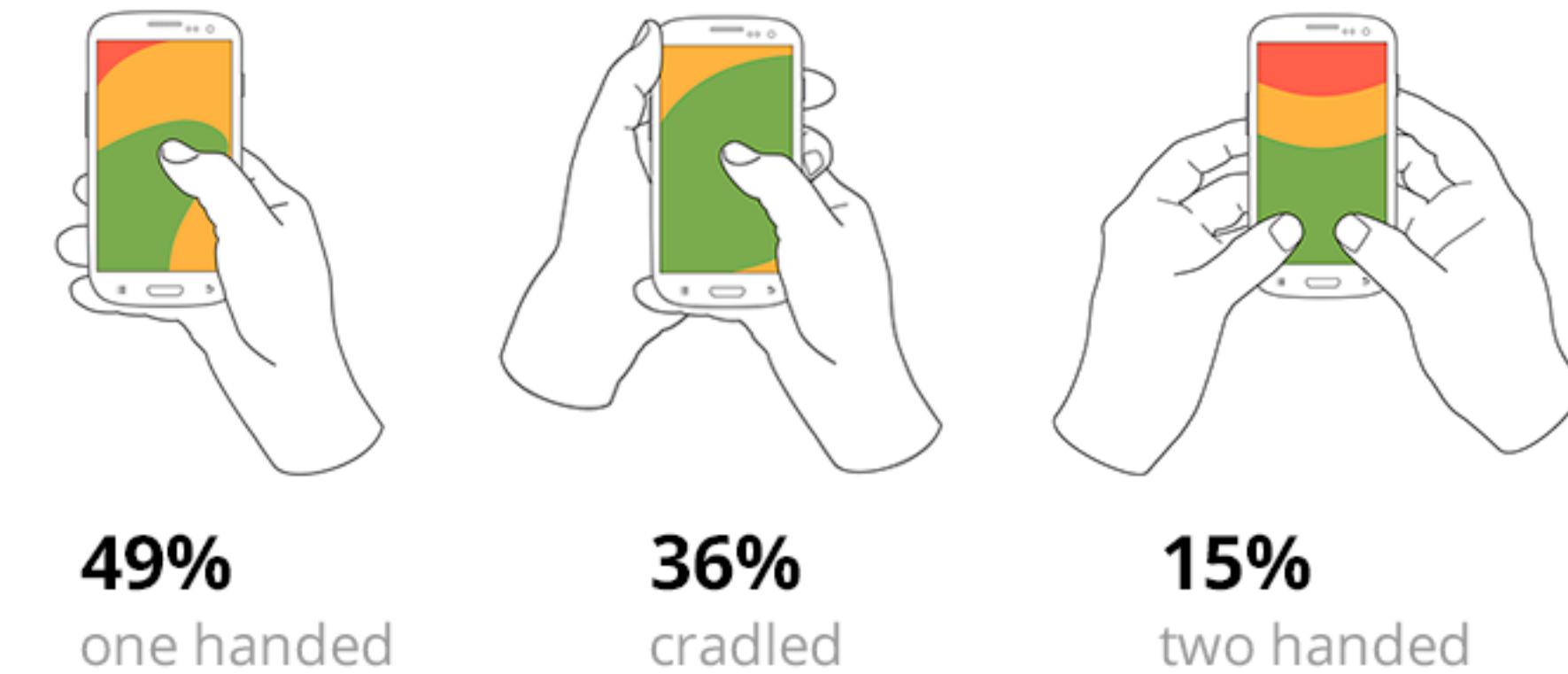
# Modeling touch input

- Study was *very controlled*
  - Participant sat in a chair, the screen was on a desk
  - How about the other ways that people use their phones?

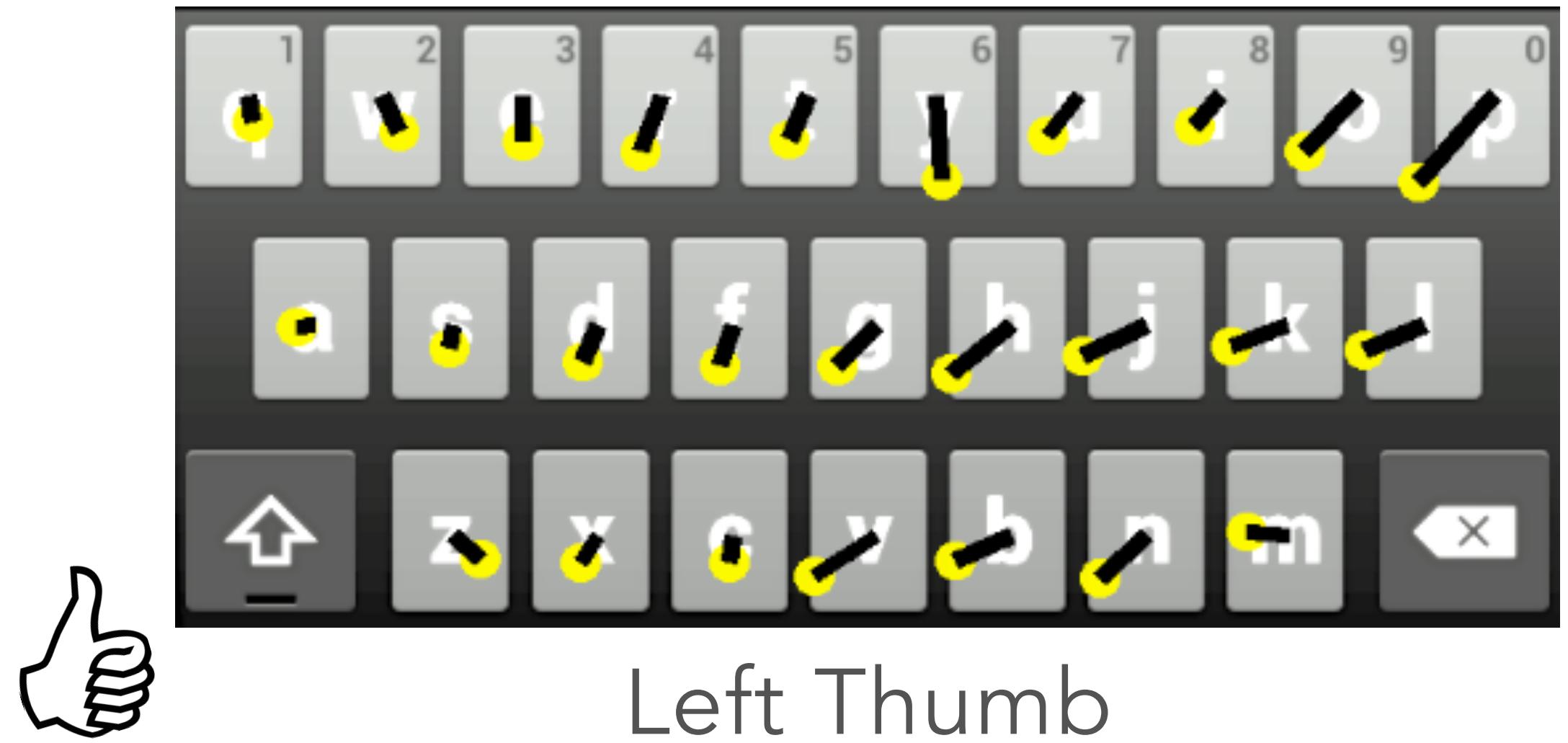


# Modeling phone grip

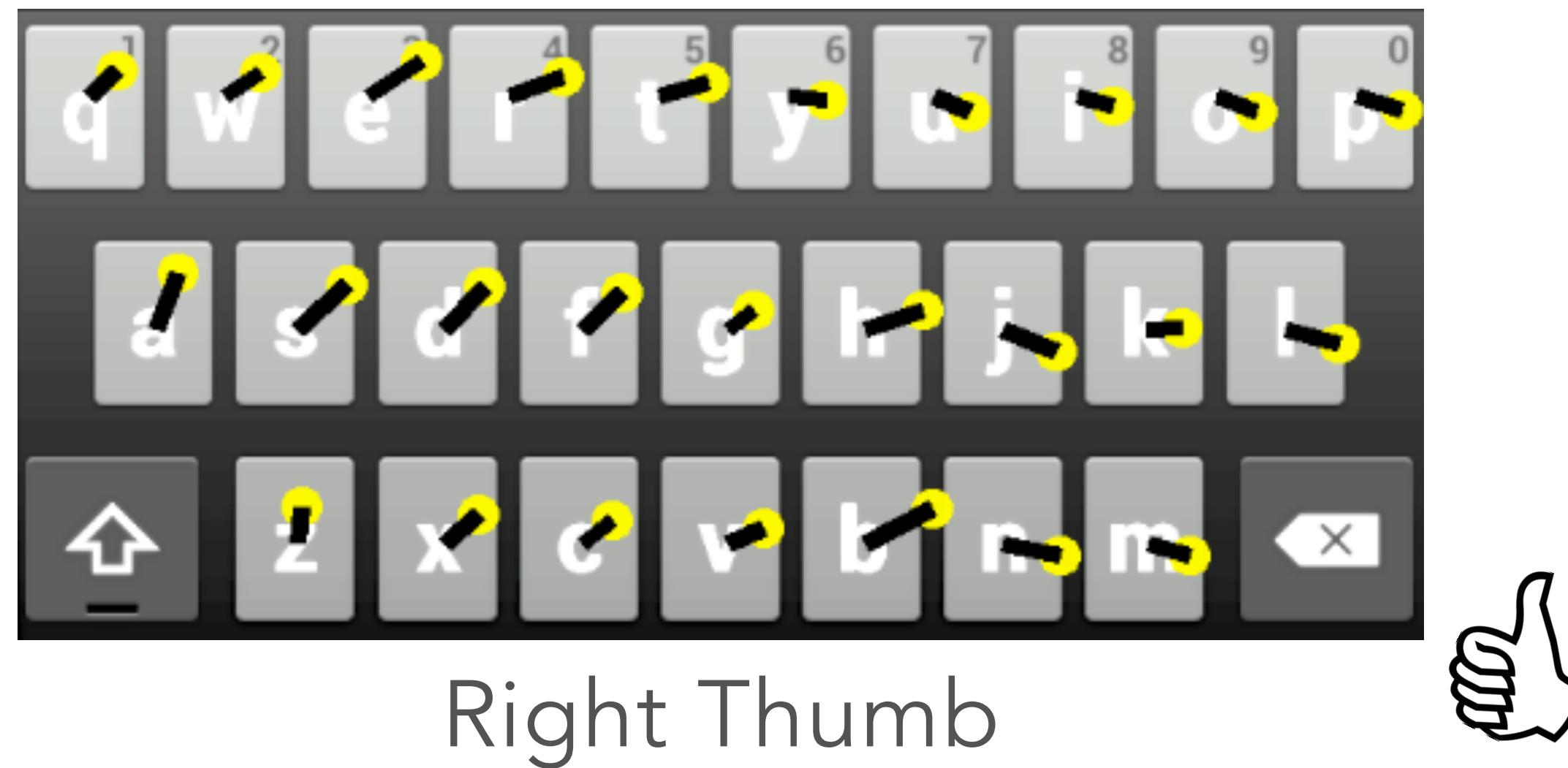
- People grip their phones in different ways
- Grip changes with phone size, hand size
  - Situational changes (e.g., walking, holding something)
- Can we detect phone grip and update our model?



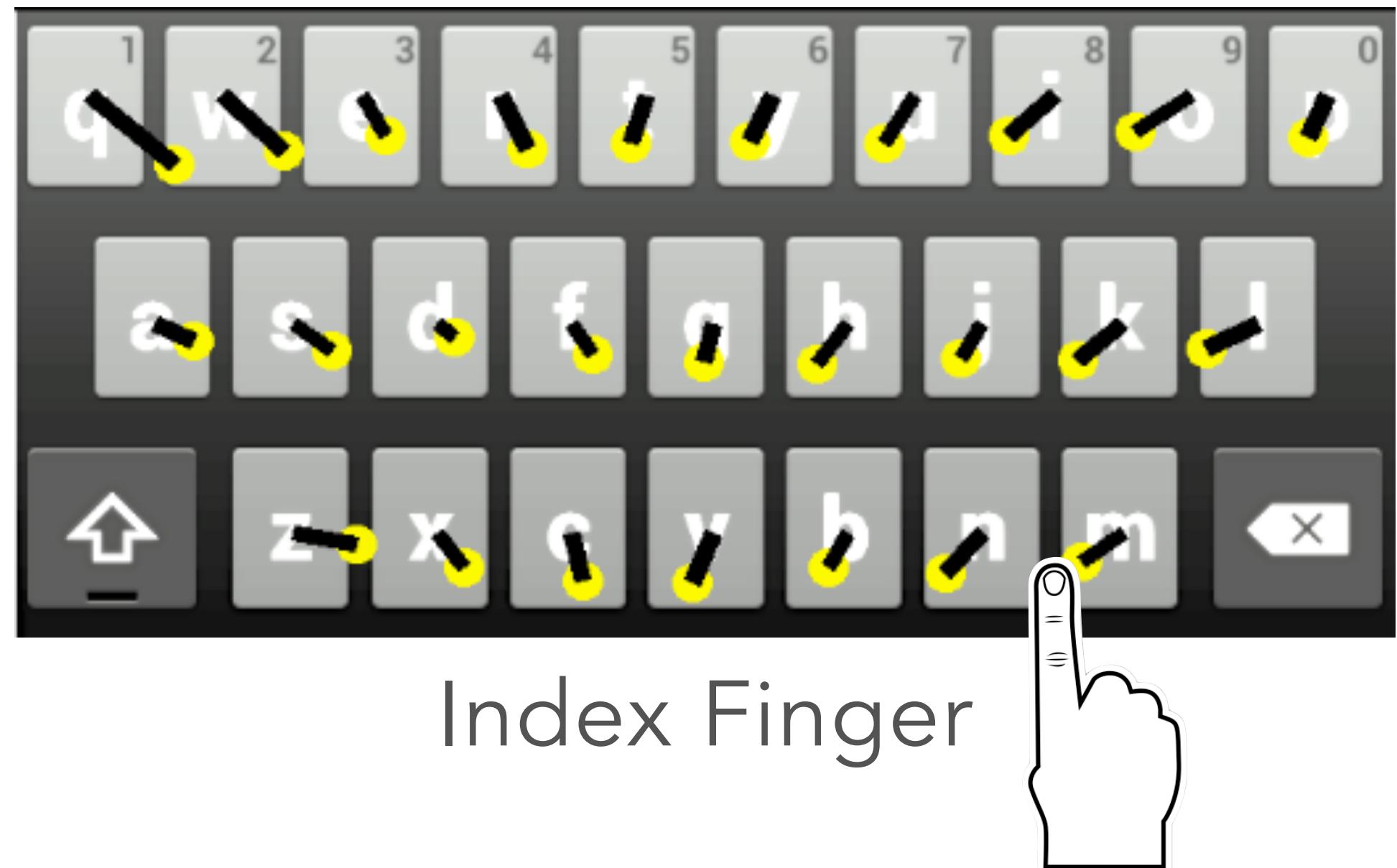
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# Modeling phone grip

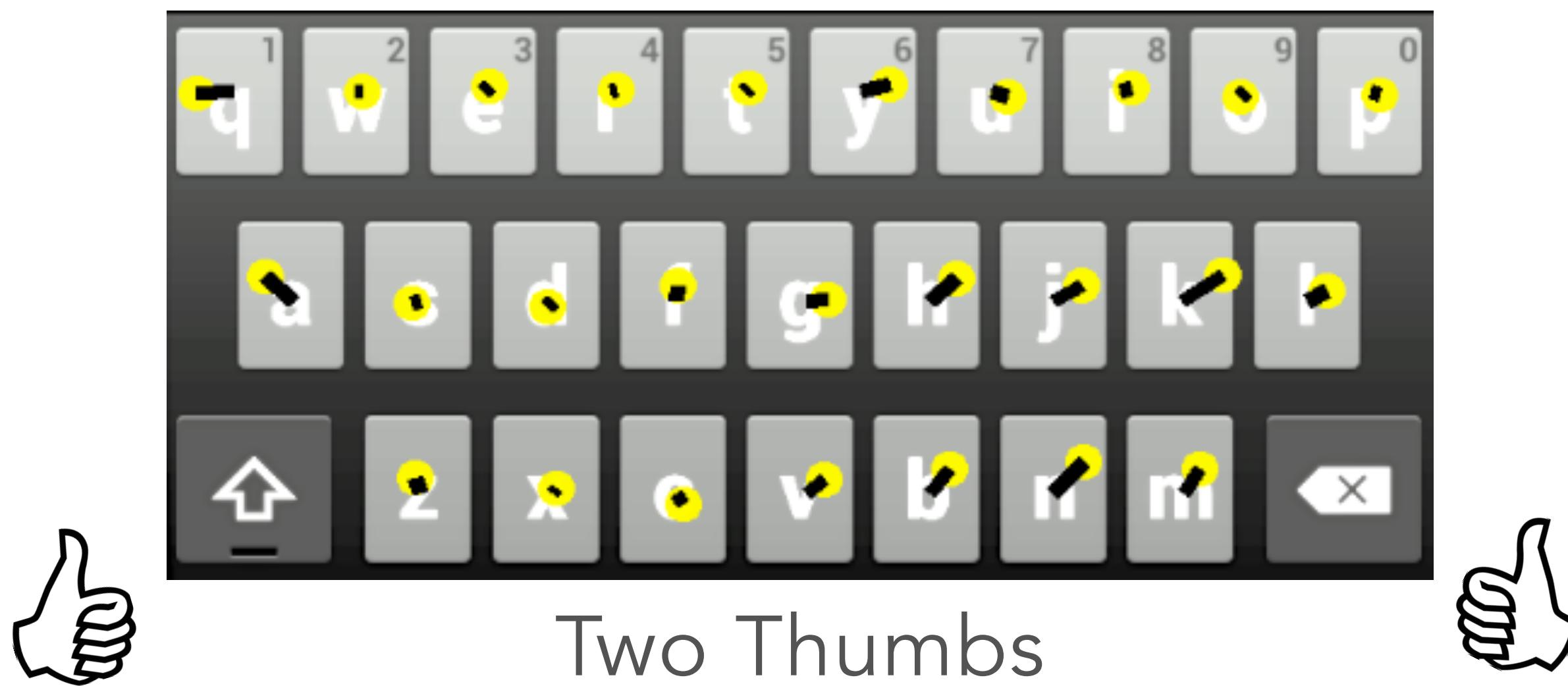


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Mayank Goel, Alex Jansen, Travis Mandel, Shwetak N. Patel, and Jacob O. Wobbrock. 2013. ContextType: using hand posture information to improve mobile touch screen text entry. CHI 2013. <https://doi.org/10.1145/2470654.2481386>

# Modeling phone grip



# Detecting phone grip with sensors



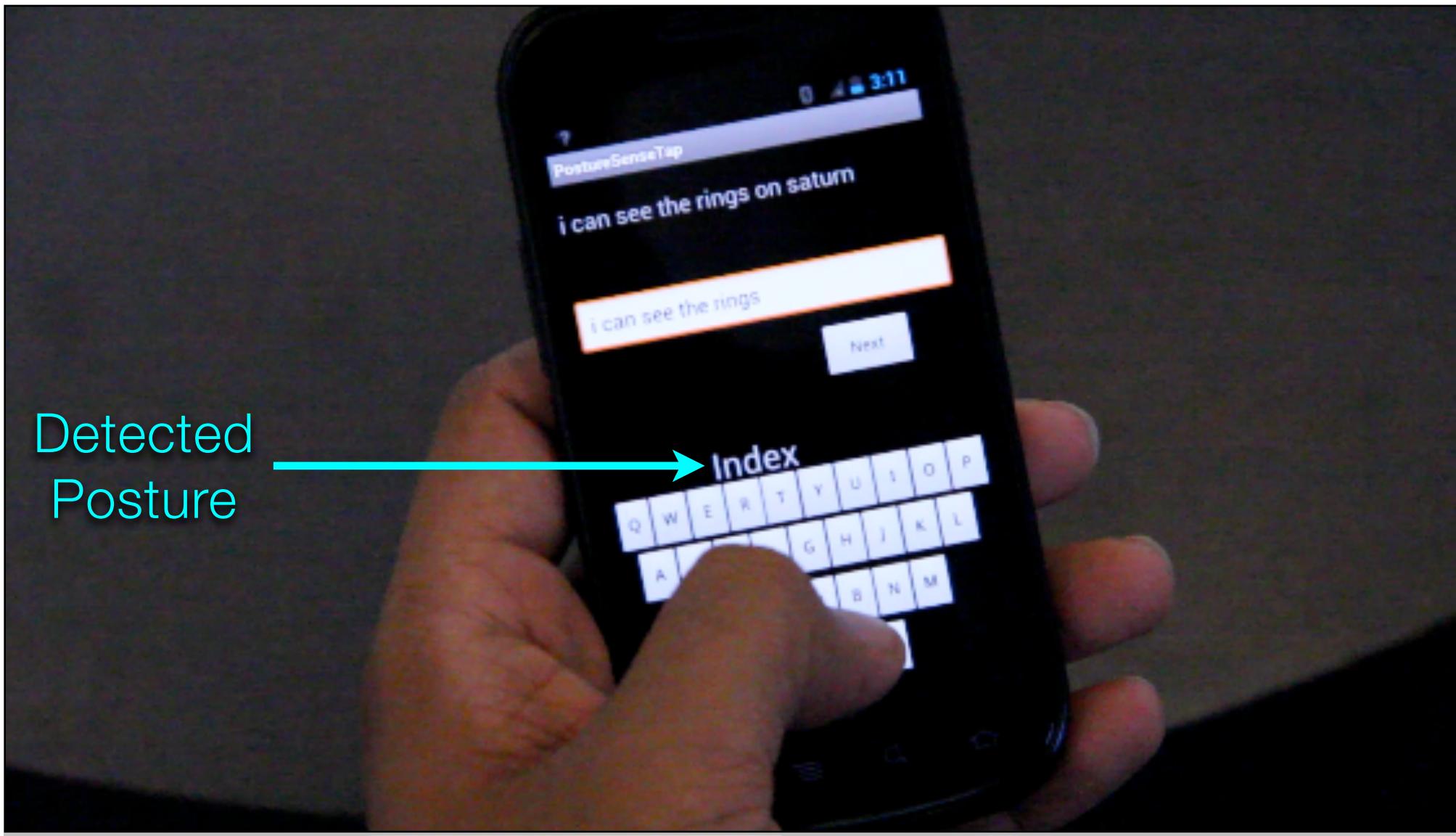
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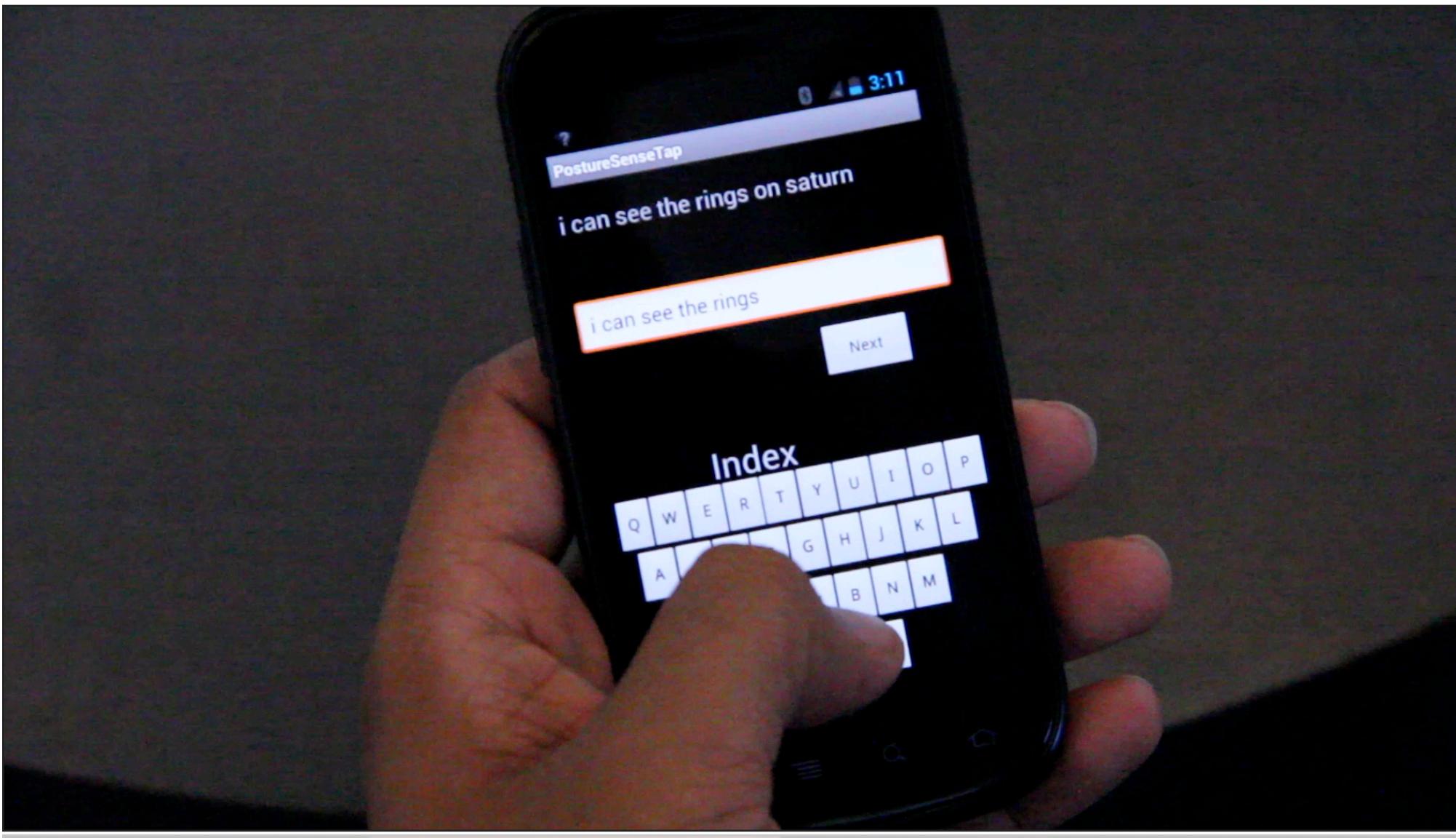
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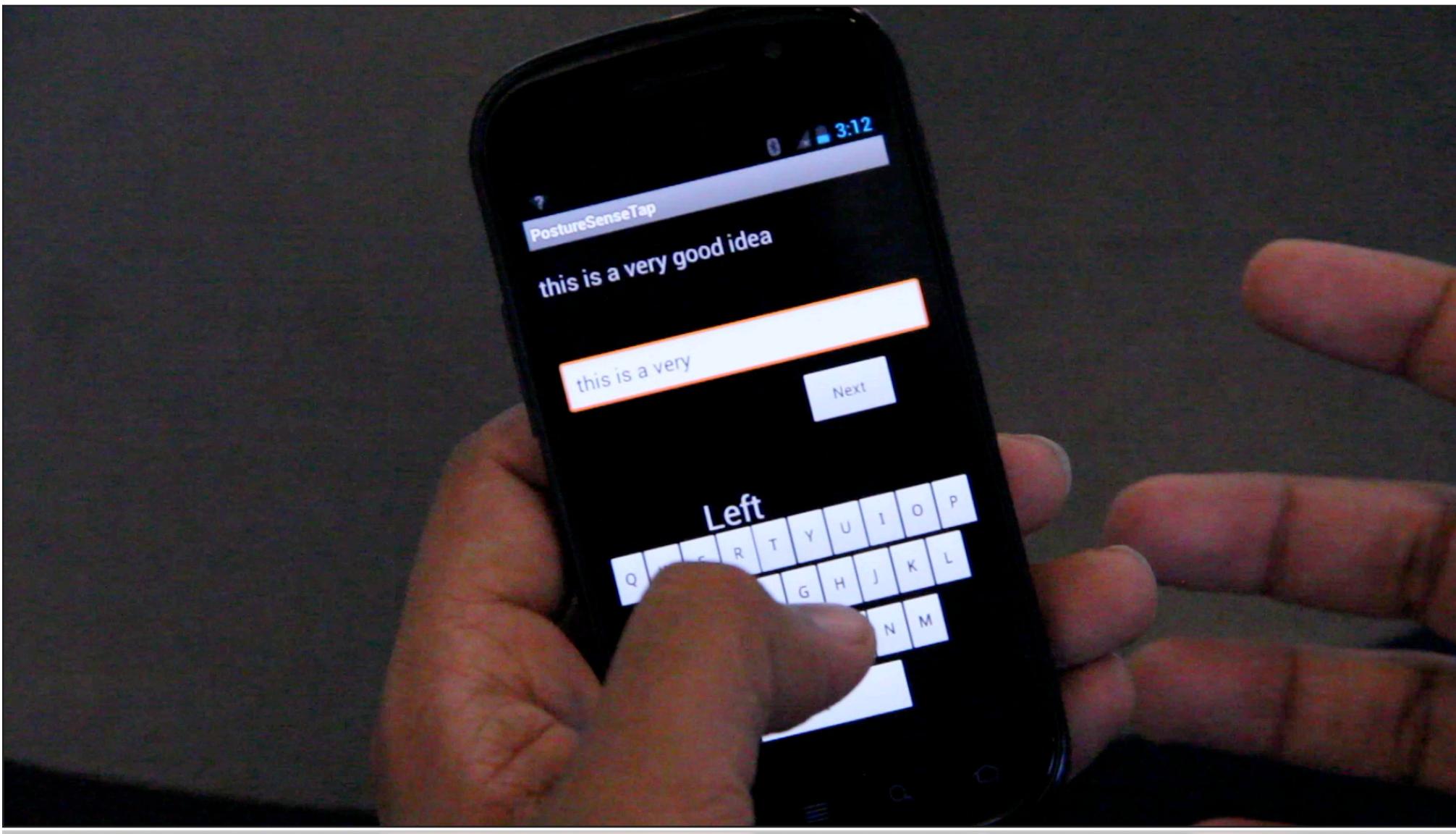
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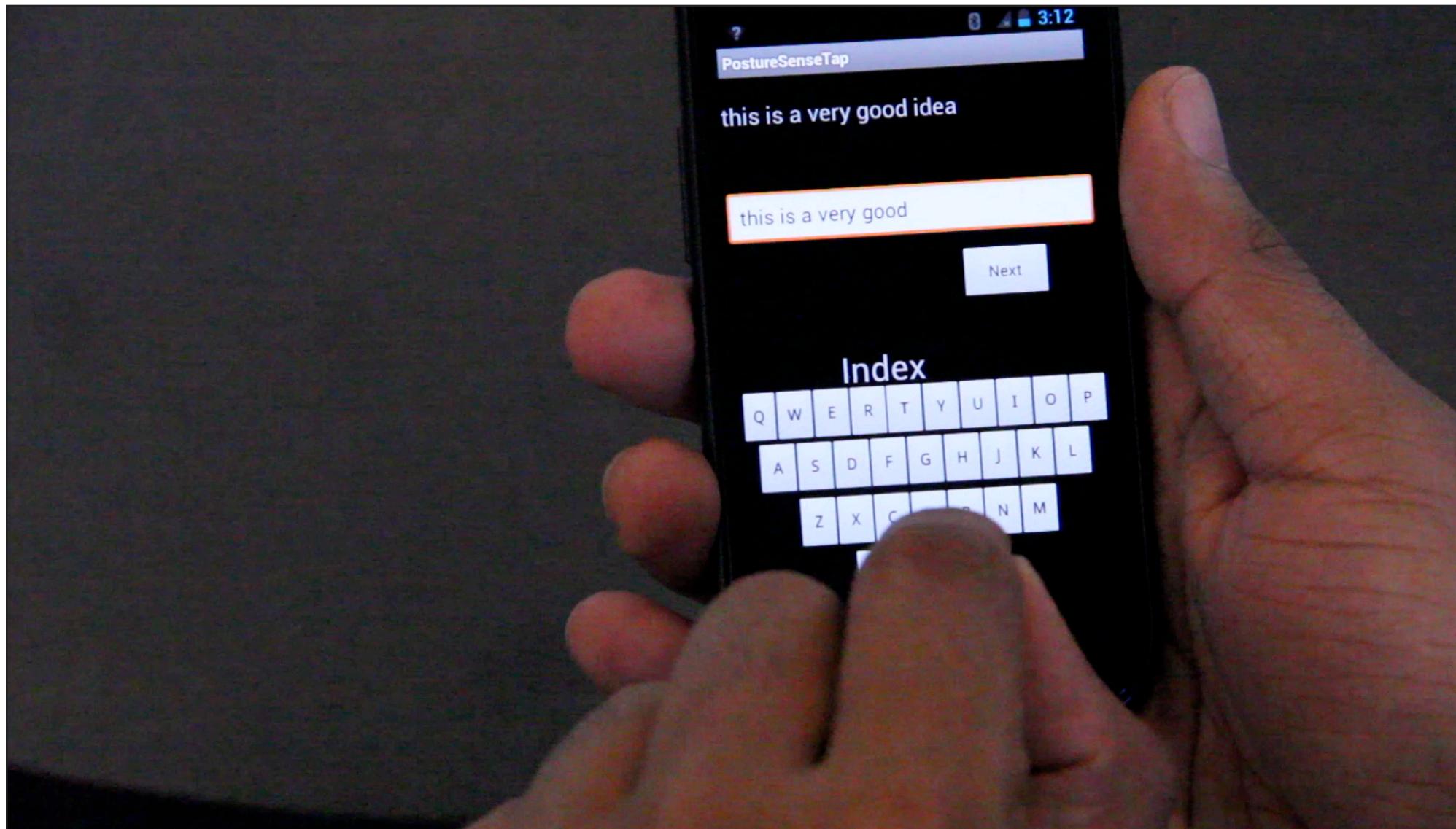
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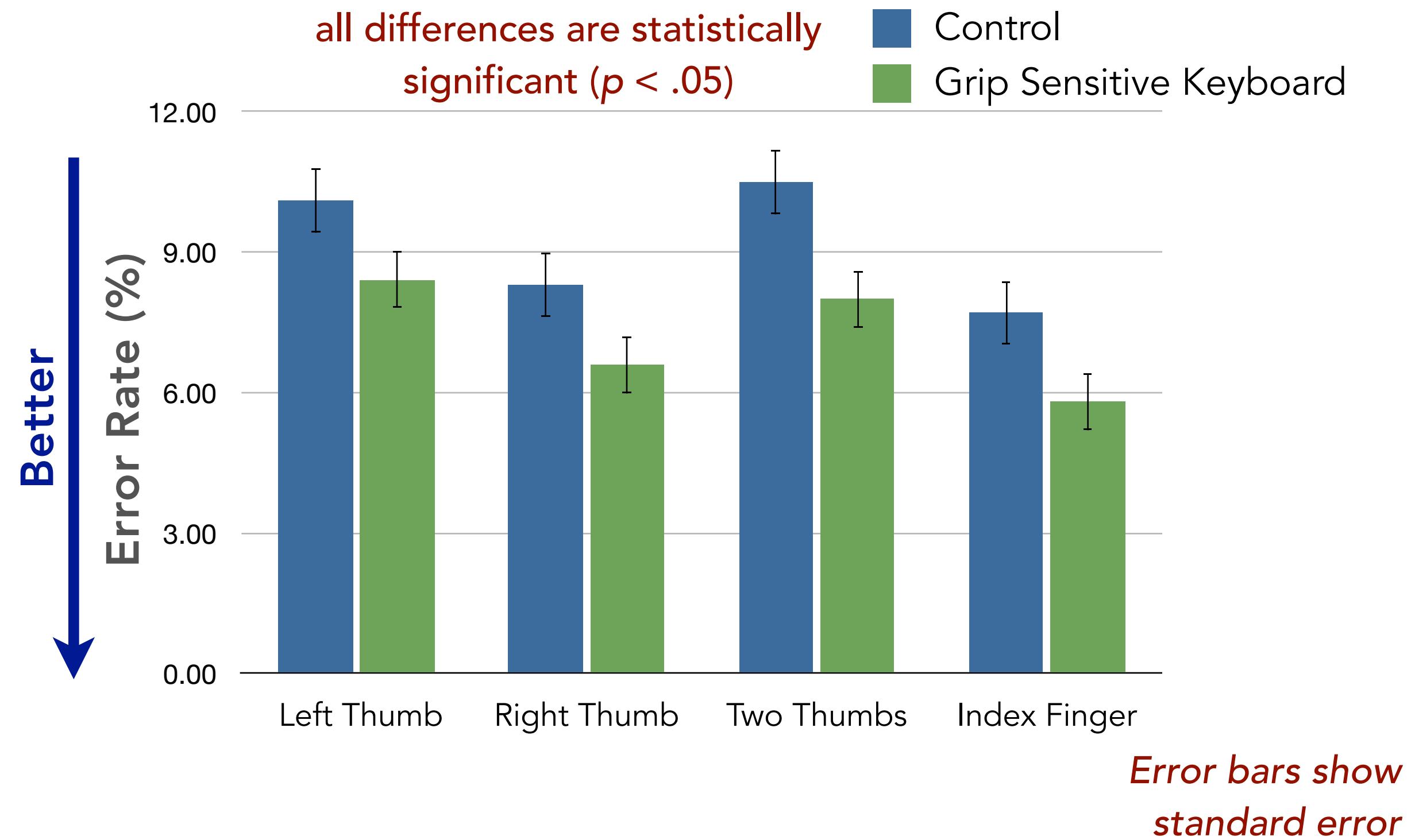
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# Detecting phone grip with sensors



# Summary

- Modeling helps us measure and predict whether a tool or approach is beneficial for a task
- Fitts's law models time taken to click on a target
  - Demonstrates that larger, nearer buttons reduce time taken
- Improved models lead to higher accuracy
  - Adjust for finger angle and rotation rather than assuming that a user intends to touch with the center of their finger
  - Infer grip using phone sensors to improve typing accuracy

# Today's goals

By the end of today, you should be able to...

- Differentiate and explain the roles of Angular components, modules, and services
- Implement a service in Angular
- Navigate Angular's file structure
- Describe the major components of Fitts's Law
- Explain how Fitts's Law impacts how interfaces should be designed
- Describe approaches for correcting systematic errors in touch performance

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