

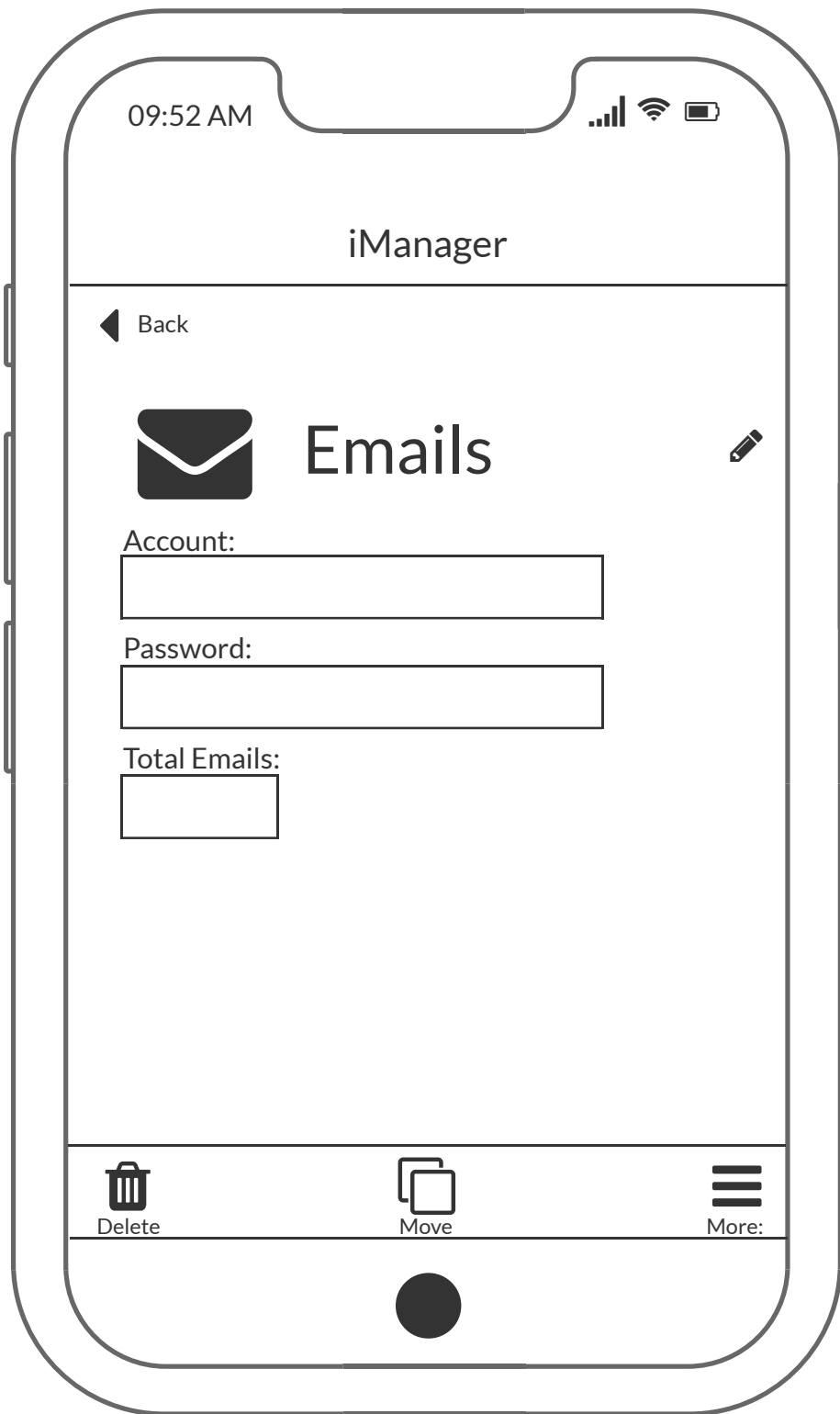
Design Patterns Used:

Grids (browse control):

This would be what the user would see when they open up the iManager app. What they would see if all of their apps and the space each app takes up. These are portrayed in a grid like control to assist with organization.

Tab Bar (navigation):

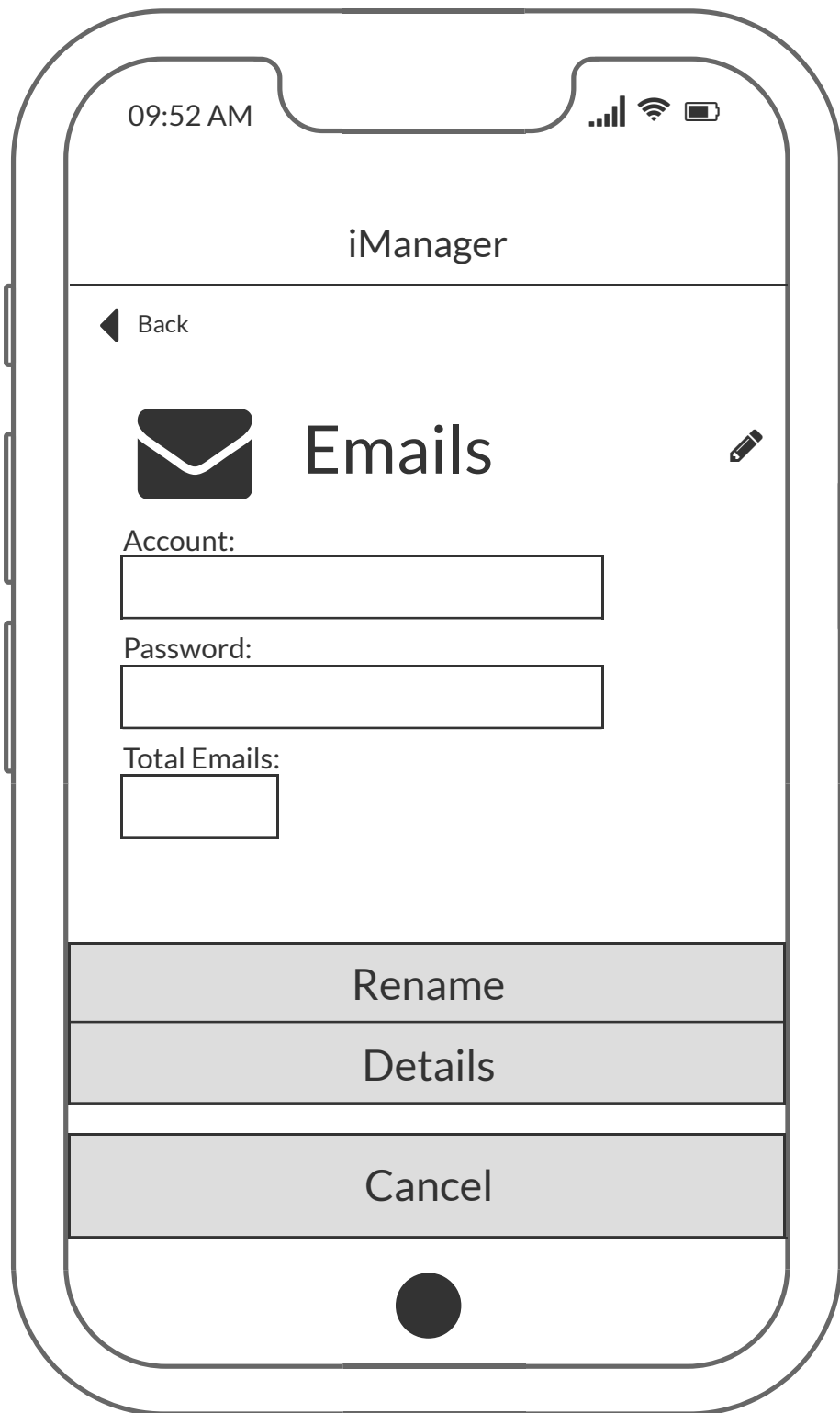
The tool bar is at the bottom of the app with the three circles. The dark circle indicates the current page the user is on. Other empty circles mean how many more pages they can swipe through to view their apps. I used this because since iPhone users have that experience of the same design concept on their home page, implementing something similar would help with their use of the app.



Design Patterns Used:

Tab Bar (navigation):

Here, would be an example if the user clicked on a running application they have on their phone. At the bottom is a tab bar, from left to right, Delete, Move, More. Inside the more (on next wireframe) consists of what other actions the user can take.



Design Patterns Used:

When the user clicks on more, this will pop up. This was designed so the user doesn't make the mistake of deleting an item (if the delete and rename button were in the same tab bar).