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5-Design of User Interfaces

Advanced Computing Tools for Applied Research
(Herramientas Computacionales Avanzadas para la Investigación Aplicada)

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MS. Investigación en Modelado de Sistemas de Ingeniería

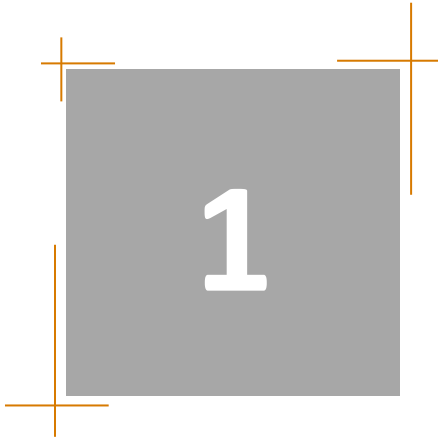
Advanced Computing Tools for Applied Research

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Implementing computational tools

1. Introduction
2. Interface design
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Source: Many slides from Eugenio Sánchez course on User Interface Design



Introduction



Introduction to user-interfaces

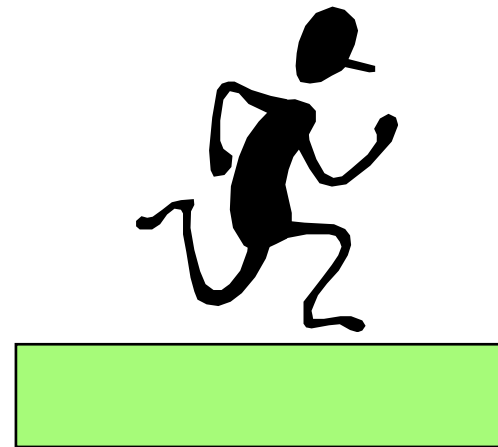
- A User interface allows a person to interact with a machine.
- Most user interfaces are based on combining a display and input devices.
- Examples of user interfaces:
 - Computer: Display and keyboard & mouse.
 - Computer for a blind person: Braille reader (or sound-based reader) and keyboard.
 - Standard telephone: No display, sound and keyboard.
 - iPhone, iPod, iPad: No keyboard, just multi-touch display and voice commands.

Motivation

- Why do we need a good user interface?



Bad interface



Good interface

Characteristics of a good user interface



A user interface is well designed when the program behaves exactly how the user thought it should

-Joel Spolsky

Characteristics of a good user interface

- Quick response to user actions.
- Dynamic options to help the user and minimize mistakes.
 - Group options.
 - Enable/disable but generally display them all.
- Minimize the number of actions.
- Support different ways for doing the same thing (Ex. hit return on the keyboard or click on "next" with the mouse).
- Accessibility and Compatibility.

First Graphical User Interfaces

- 1970 Project Smalltalk (Xerox PARC)
 - mostly ideas and concepts
- Jan 1984 Macintosh (Apple)
 - First GUI for a personal computer
 - Mouse, Windows, icons...
- Nov 1985 Microsoft Windows 1.0
- 1990 Windows 3.0
- 2007 iPhone

Input devices: Keyboard

- QWERTY Keyboard

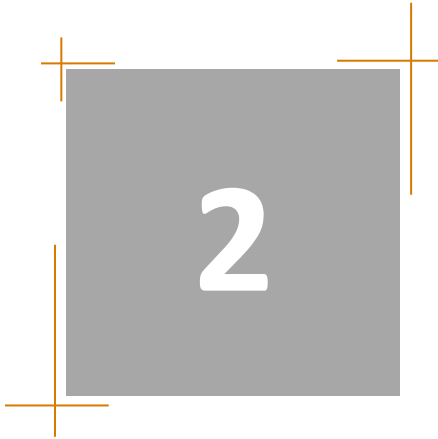


Remington



Input devices: Pointers





Interface design



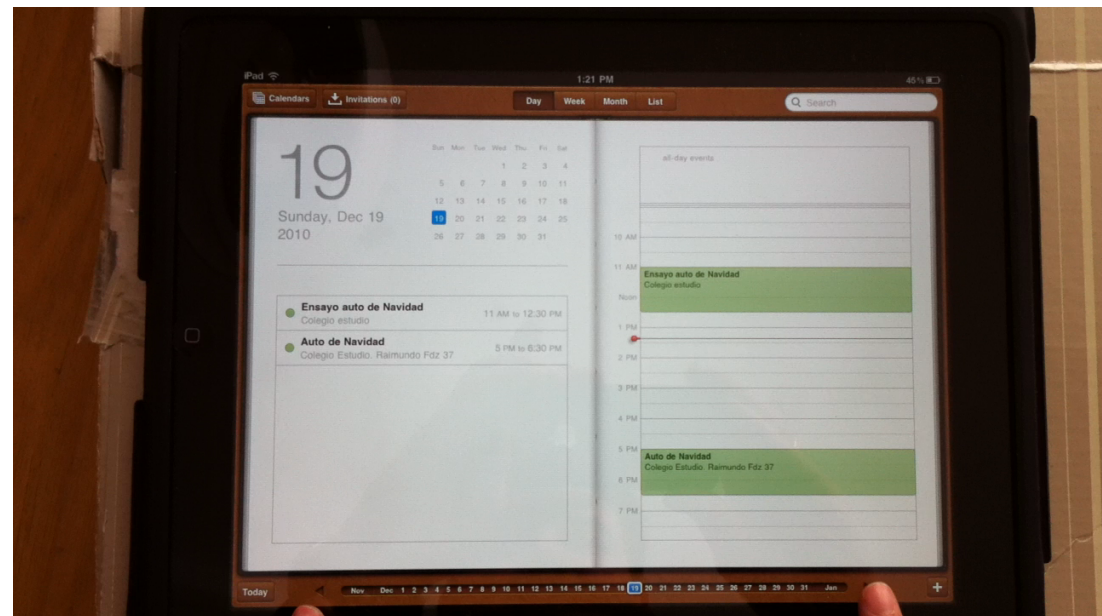
How to define the interface

- Maximize the user experience: simpler + faster = better
- Know what the user will need at any time
- Simple, easy to use, intuitive, able to prevent errors, able to avoid confusion...



Menu transitions

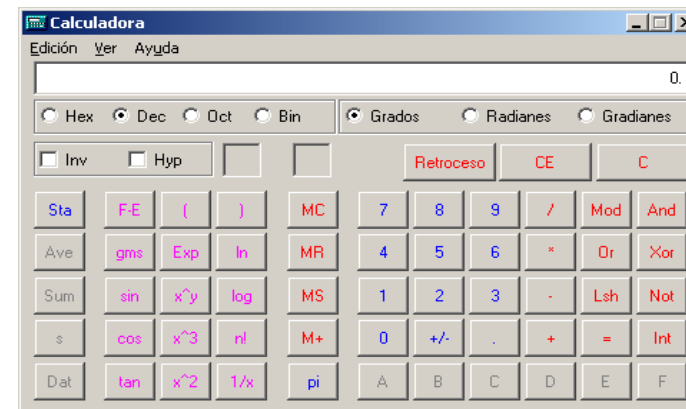
¿Forward or Backwards?



Page transitions

Concept of Metaphor

- **Metaphor** is the concept of understanding one thing in terms of another



Concept of Metaphor

- More examples

Desktop



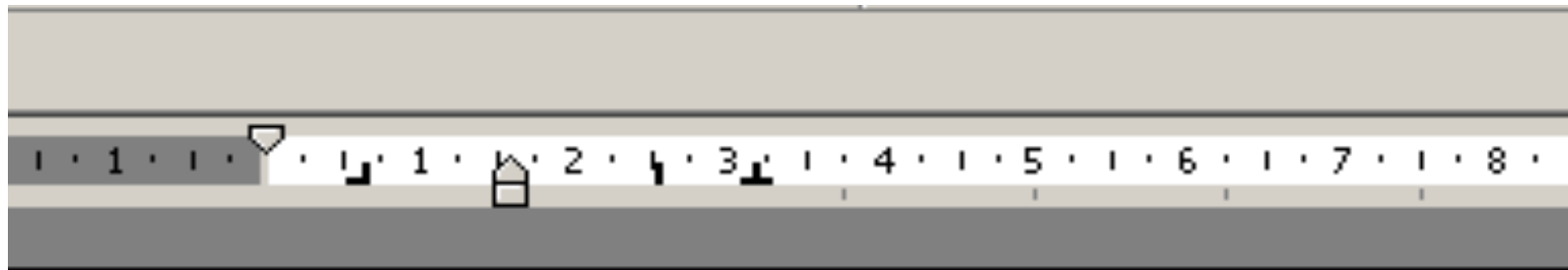
Windows 2000: CD Player



Concept of Metaphor

- Bad examples

Ruler

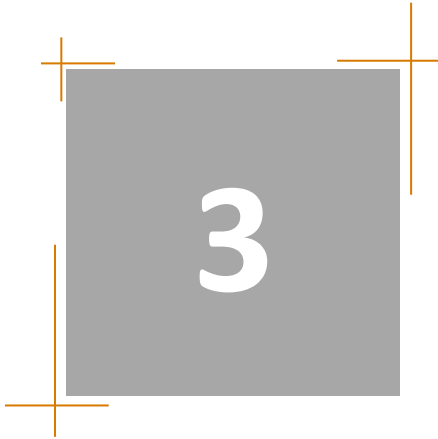


Mailbox



Save (?)



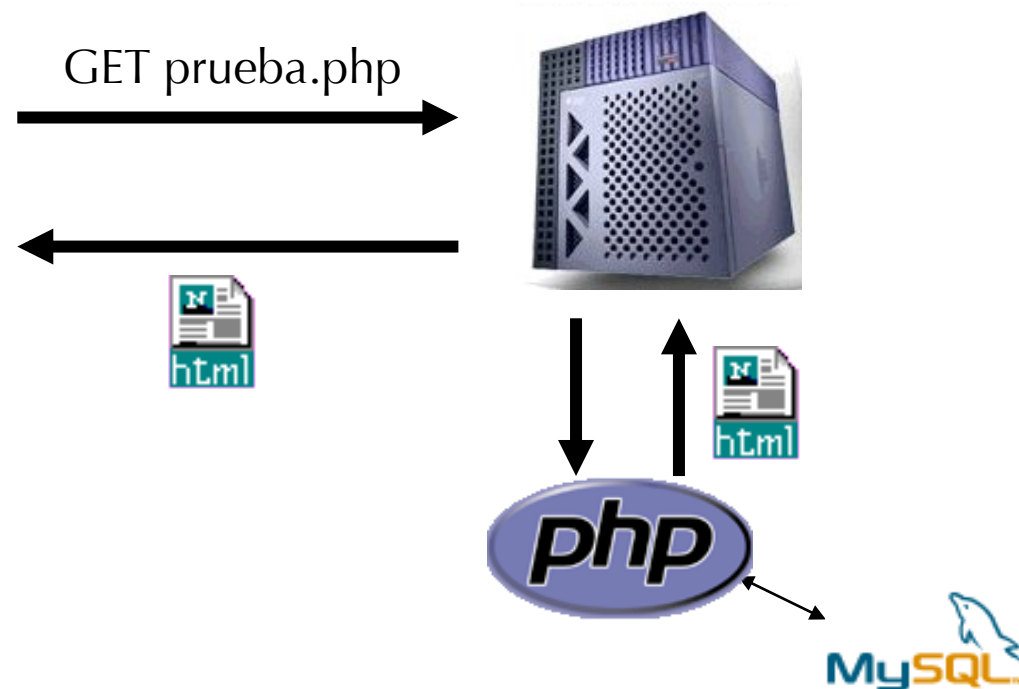
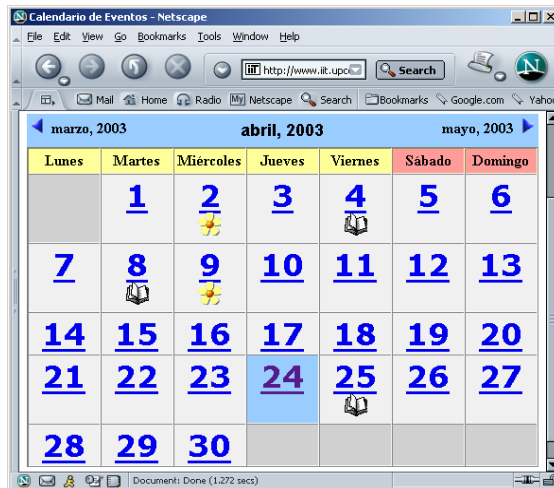


Web-Based Interface



Introduction

- Web-based applications use the client-server paradigm
- The user interface runs in any Internet Browser
- Very common for accessing databases



Different perspectives

- Server-side execution
 - Program running in the server
 - Activated upon client request
 - Sends responses to the client

- Client-side execution
 - Small programs running in the client (in the browser)
 - Useful for checking parameters and reduce the server load
 - Can be avoided by the user
 - May communicate with the server

Basic concepts

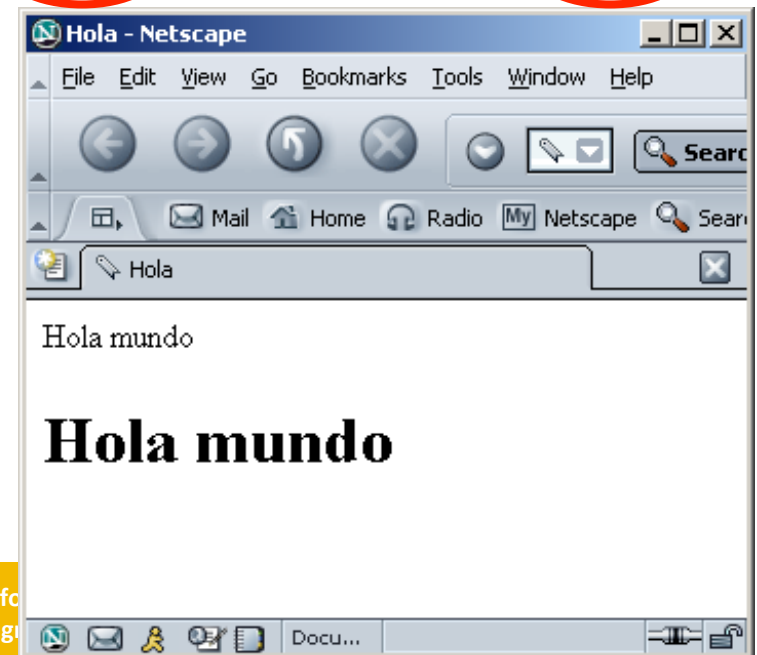
- HTTP: Hyper-Text Transfer Protocol.
 - Communications protocol running over TCP/IP
 - Similar to FTP, but always anonymous
 - All web pages use http
- HTML: Hyper-Text markup Language
 - Not a protocol. Not a programming language
 - It's a Page description language
 - Similar to PostScript and PDF but adjustable to the device
 - Includes hyper-text features and multimedia objects
- CSS: Cascading Style Sheet
 - Style definitions
 - May be applied to several pages or the whole website

HTTP/HTML/CSS example

- Sample HTML code:

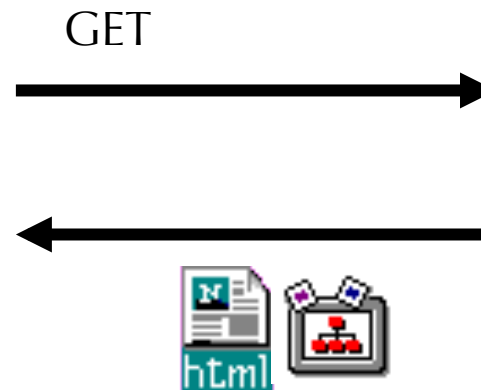
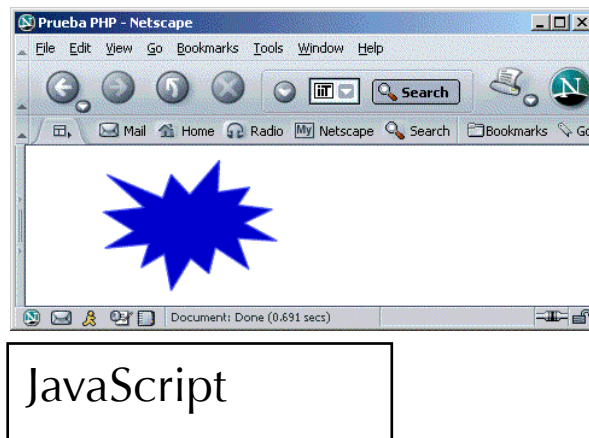
```
<HTML>
<HEAD>
  <TITLE>Hola</TITLE>
  <LINK href="estiloRAI.css" type="text/css" rel="stylesheet">
</HEAD>
<BODY>
  <P>Hola mundo</P>
  <h1>Hola mundo</h1>
</BODY>
</HTML>
```

<http://website.com/index.html>



Client-side languages

- The Browser downloads the code along with standard HTML
- Then the software runs in the browser

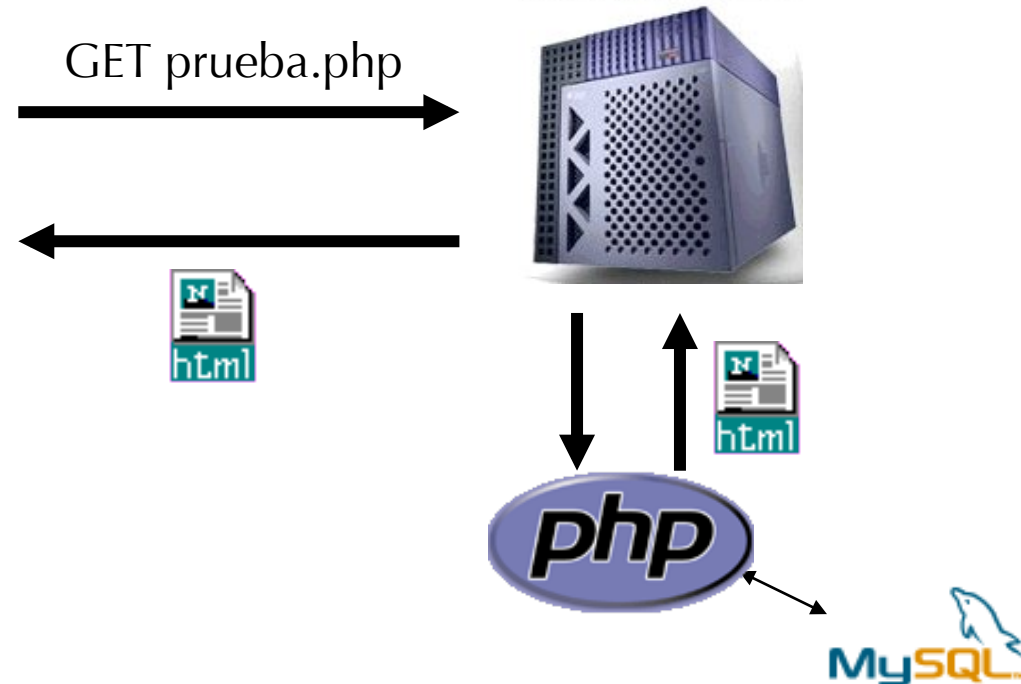
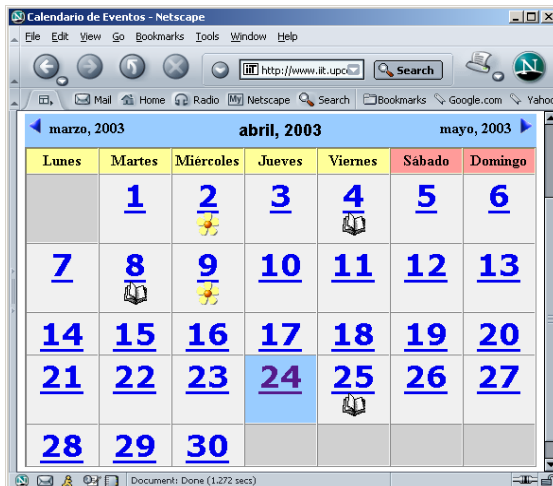


Client-side languages

- **JavaScript**
 - Universal support
 - Syntax similar to Java
 - Open code
 - Good HTML integration
 - Able to modify style properties of HTML objects
 - Able to handle HTML events: onSubmit, onChange, onMouseOver, onMouseOut...
- **Java Applets**
 - Broad support
 - Java with some security restrictions
 - Code not accessible. (could be signed to increase security)
- **VBScript**: Visual Basic Script
 - Restricted to Internet Explorer
- **Active X**
 - Restricted to Internet Explorer. Many security issues

Server-side languages

- The server runs the program and generates HTML code for the browser.
- The HTML code generated may depend on input data (acquired with forms) .



Server-side languages

- **CGI** (common gateway interface)
 - This is not a language, it's a protocol to delegate the creation of HTML pages.
 - Can be programmed in any computing language: typically unix scripts like perl.
 - Created initially to manage form information
- **PHP** (Hypertext Preprocessor)
 - Programming language embedded in HTML code
 - Open source. Widely available for any web server
- **ASP** (Active Server Pages)
 - Restricted to Microsoft Internet Information Server
- **Servlets**
 - Java programs that run on the server.
 - In contrast with CGI, servlets can remain active and keep opened connection

AJAX

- AJAX = Asynchronous JavaScript and XML
- It is not a programming language
- It is a group of web development methods to create interactive web applications
- Combines HTML, CSS, JavaScript, XML, and web services

Ajax example

1. HTML + CSS + JavaScript is loaded from the server
 2. A JavaScript function retrieves data from the server asynchronously (without loading any new page).
 - Web services
 3. The same JavaScript functions changes the format or the content of specific objects in the page.
- JavaScript functions may be executed due to:
 - Events resulting from user interaction
 - Time-based events



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