

# User Interface Design

## Tutorial #5

March 27, 2007

### Quiz

**Output 1** A user complains that his user interface flickers when the user drags objects around the screen. Which technique can be used to fix this problem?

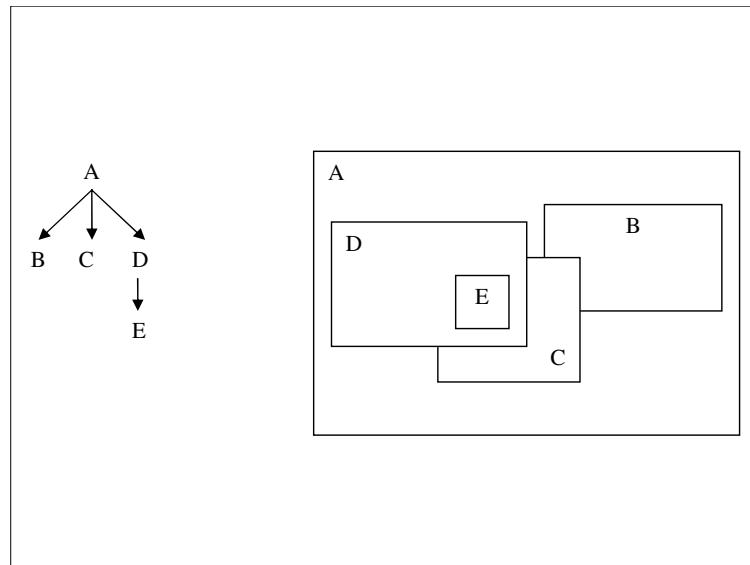
- A. Double-buffering
- B. Antialiasing
- C. Subpixel rendering
- D. Event coalescing
- E. Alpha compositing

Choose one: -----



**Output 2** Draw the HSV color model and label each dimension with its full name.





**Input** Given the view hierarchy shown above on the left, and the screen appearance on the right, assume the mouse button is pressed somewhere inside E. List the views that can receive this mouse-press event, in order.



**Prototyping** Which of the following is **least likely** to be revealed by a paper prototype?

- A. Your users don't know the term *algorithm*.
- B. Toolbar buttons are too small to press.
- C. A particular dialog box should be nonmodal, because users need to access information under it.
- D. The Help menu isn't in the right place.

Choose one: -----



**User Centered Design 1** Give one advantage of the spiral model of user interface development.



**User Centered Design 2** Users of the waterfall model often end up doing iterative design anyway. Explain how this happens.

