

CMSI 370

INTERACTION DESIGN

Fall 2006

Assignment 1116

Instead of writing a whole new program, let's test the design of your respective *fullswing* applications by having you improve/enhance them. Be aware of the kinds of changes and the amount of work needed in order to accomplish the assigned work for this week — this gives you an indication of how well your design achieves separation of concerns (MVC or otherwise).

Not for Submission

- Read Chapter 6 from Shneiderman/Plaisant.
- While not always explicitly stated, most of the ideas in Norman are supportive of direct manipulation as an interface design choice:
 - Read Parts Three and Four to gain some insight into how real-world knowledge and objects help to suggest and constrain what we might do with a user interface.
 - Read Parts Six and Seven to start seeing applicative suggestions on how to translate the ideas in Parts Three and Four into concrete and effective direct manipulation designs.

For Submission

Make the following improvements/enhancements to your *fullswing* application:

1. A key element of direct manipulation interfaces is the presence of interface objects that closely resemble their domain object counterparts. This results in the occasional need for custom components.
With this in mind, modify your *fullswing* application's user interface so that it includes one or more custom components that take your application closer to a direct manipulation paradigm. If you don't know where your application can use a custom component, ask me and I'll give you some suggestions.
2. Make at least one of the following improvements to your application as well:
 - a. Externalize your application's strings.
 - b. Add a fully functional menu bar.

Commit your new version of *fullswing* to CVS, under the same location `/homework/cmsi370/fullswing`. Tag the submission as *hw-1116*. Note how you will now have two tags on the same set of files.