

GUIs for GUIs

GUI Bloopers by Jeff Johnson
Chapter 2

Presented By: Patrick May

● Overview

- GUIs used to... build GUIs
- Allow for faster creation of GUIs, but...
 - ! Too much power
 - ! Lack of direction
 - ! Lost in semantics

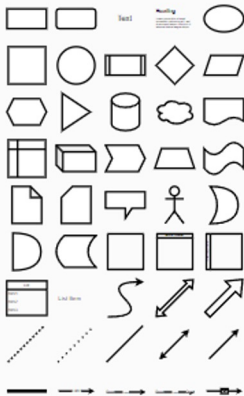


Search Shapes

Scratchpad

Drag elements here

General



Misc

Advanced

Flowchart

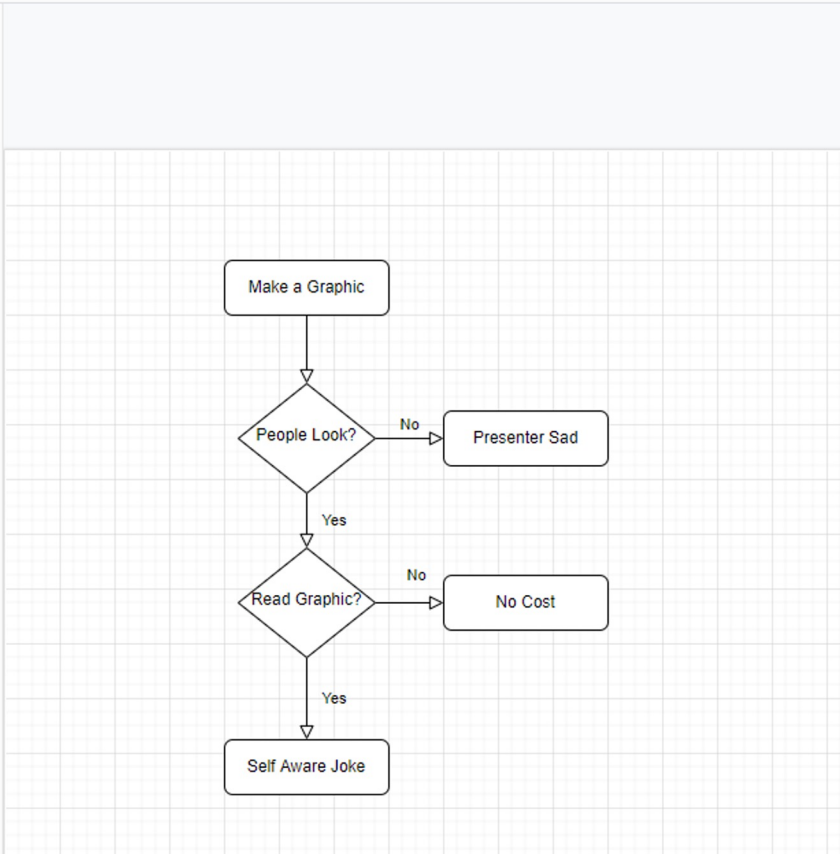


Diagram Style

View

- Grid 10 pt
- Page View
- Background Change
- Shadow

Options

- Connection Arrows
- Connection Points
- Guides
- Autosave

Paper Size

A4 (210 mm x 297 mm)

Portrait Landscape

Edit Data...

Clear Default Style



Edit question



Question type

Multiple choice ▾



▼ Answer type

- Allow one answer
- Allow multiple answers



▼ Choices

Number of choices

- 3 +

[Edit multiple](#)Use suggested choices 

▼ Format

List ▾

Alignment

Vertical ▾

[Add choice group](#)

▼ Response requirements

Add requirements [Start Free Trial](#)

Tools ▾

Saved at 9:14 PM

Draft

[Preview](#)[Publish](#)

Untitled project

 ExpertReview score Great

▼ Default Question Block



Q1



Click to write the question text

- Click to write Choice 1
- Click to write Choice 2
- Click to write Choice 3

[Import from library](#)[+ Add new question](#)[Add Block](#)

End of Survey

We thank you for your time spent taking this survey.

Your response has been recorded.

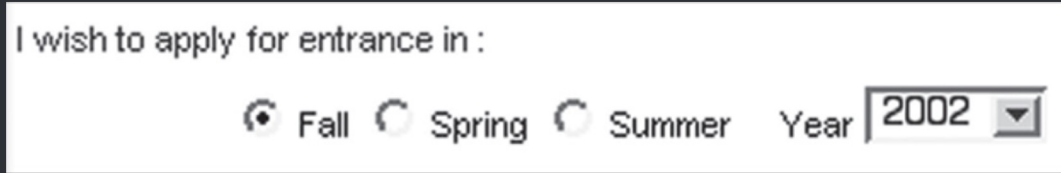
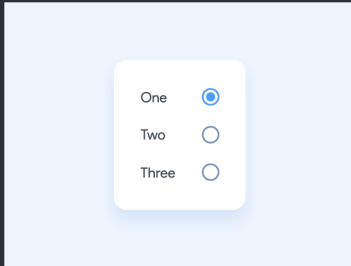
▼ Trash | 0 Questions

[Empty trash](#)



Using the Wrong GUI Control

Radio Buttons



- Choosing 1-from-N different options
- 2-8 options for one radio button set
- Always in groups of 2 or more

Confusing if *none* are selected by default

● Dropdown Menus

- Display chosen/default value, and present all possible values when clicked on
- Useful when:
 - Space is limited
 - Options change at runtime
 - Option count > 8

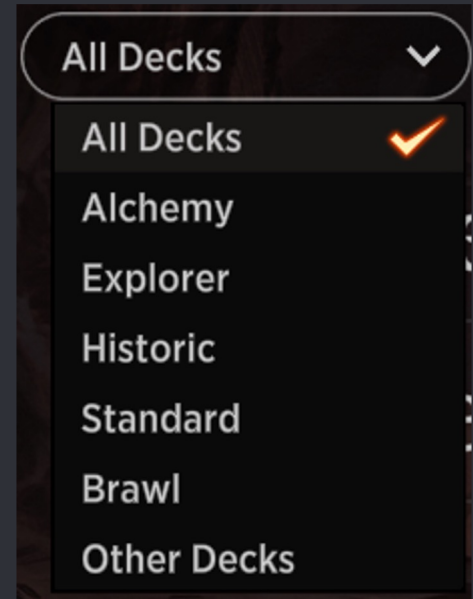


Image Credit: self, MTGA

● Scrolling List Boxes

- - Displays a list of options, allowing users to select one, sometimes more
 - Significant space consumption

● Cycle Buttons

- Present information in limited space
- Work well with limited options

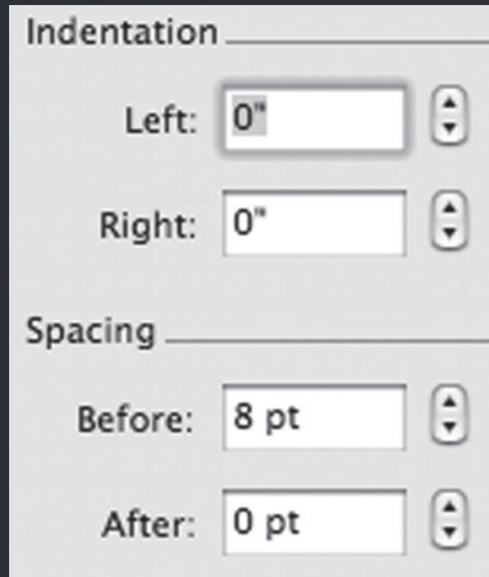
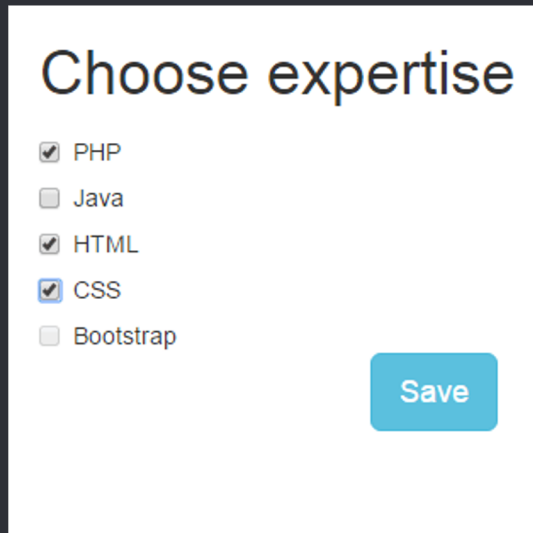


Image Credit: GUI Bloopers Ch. 2

• Checkboxes

- Represent clear on/off settings
- Independent of each other



Choose expertise

- PHP
- Java
- HTML
- CSS
- Bootstrap

Save

Image Credit: Google Images

● Bloopers

- Mixing similar choice controls
Checkboxes v Radio buttons
- Mismatched control and purpose

Tabs

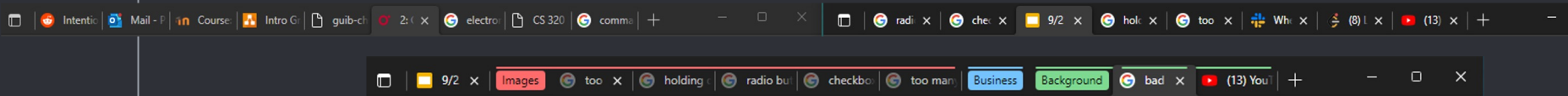
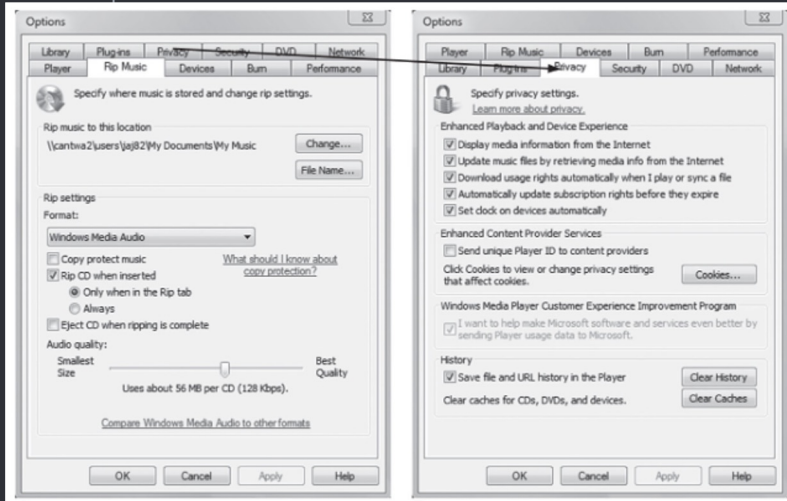


Image Credit: Self, Microsoft Edge

Patrick May

CS 320: User Interface Design

Wrong Choices, Cont.



Please provide a detailed description of what you would like to meet about or any questions you are hoping to get answers to.

Add your answer here

Image Credit: GUI Bloopers Ch. 2, Wooster Meeting Form

Patrick May

CS 320: User Interface Design



Using Controls, Wrongly

Messing with User Expectations

The image displays two versions of the LeetCode website side-by-side. The left version is the light-themed 'LeetCode Explore' page. A red arrow points to the 'Explore' link in the top navigation bar. Below the navigation, the page features a 'Featured' section with three cards: 'The LeetCode Beginner's Guide' (4 Chapters, 17 Items, 0% progress), 'Detailed Explanation of System Design' (4 Chapters, 35 Items, 0% progress), and 'Detailed Explanation of SQL Language' (4 Chapters, 36 Items, 0% progress). Below this is an 'Interview' section with cards for 'Google Interview', 'Facebook', and 'Microsoft'. The right version is a dark-themed interface. It features a top navigation bar with 'Explore', 'Problems', 'Contest', 'Discuss', 'Interview', and 'Store'. Below the navigation are several promotional cards: 'Top Interview Questions' (Get Started), 'Weekly Contest 309' (Sunday, September 4, 2:30 - 4:00AM UTC, Register), and 'Biweekly Contest 86' (Saturday, Sep 3, 2:30 - 4:00PM UTC, Register). A 'Session' summary shows a score of 10 with difficulty breakdowns: Easy (4/390), Medium (6/1278), and Hard (0/525). Below this is a 'Study Plan' section and 'Featured Lists' including 'Top Interview Questions', 'Top 100 Liked Questions', and 'Top Facebook Questions'. At the bottom, there is a search bar with filters for 'All Topics', 'Algorithms', 'Database', 'Shell', and 'Concurrency'. A table of search results is visible, showing questions like '637. Average of Levels in Binary Tree' (69.7% acceptance, Easy difficulty) and '1. Two Sum' (49.0% acceptance, Easy difficulty).

Image Credit: self, leetcode

● Defaults

- ◦ Sensibly chosen defaults, when applicable
 - ! No reasonable default
 - ! External Requirement
- ◦ Ways to choose sensibly:
 - Business Logic
 - Analytics
 - User Info

- (In)tolerant Input

The image shows a user interface for a sign-up form titled "justsignup". In the top right corner, there is a timer displaying "00:00". Below the title, there are three main components: a text input field labeled "Name", a password input field labeled "Password" with a visibility toggle icon (an eye with a slash) on the right, and a large grey button labeled "Sign Up".

- Wrapping Up

Discussion + Questions