

Creating a User Interface (Chapter 2)

Planning an Application

- 1. Identify the tasks the application needs to perform.**
- 2. Identify the objects needed to perform those tasks.**
- 3. Identify the events required to trigger an object into performing its assigned tasks**
- 4. Design the user interface**

TOE Chart

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What is a TOE Chart?

Write out all *Tasks*

Determine what *Objects & Events* are needed

Identifying the Objects

TextBox, Button, Label, ...

Object Naming Conventions

(http://msdn.microsoft.com/library/default.asp?url=/library/en-us/vbceide/htm/ideintro_15.asp)

[http://msdn.microsoft.com/library/default.asp?url=/library/en-us/vbceide/htm/ideintro_15.asp]

Identifying the Events

Click

Designing the User Interface

Designing the User Interface

User Interface

Primary Window	Where primary editing and Viewing takes place
Dialog Box	Supplemental Information

Aranging Controls

See Figure 2.10, 2.11

- **White Space**
- **Group Box Control**
- **Panel Control**
- **Text box's identifying label should end with a colon (:)**
- **Labels should use *Sentence Capitalization***
- ***Book Title Capitalization* capitalizes first letter of each word, except for articles, conjunctions, and prepositions that do not occur at either the beginning or the end of the caption.**
- **Size buttons relative to each other. Use same height and widths if possible**

Fonts

- Measured in *points*. One point is 1/72 of an inch
- *Serifs* a light cross stroke that appears at the top or bottom of a character.

Sans Serif meaning "without". Easier to read on Screen. Tahoma is a recommended font

Color

- 1. Some users may use monochrome monitors.**
 - 2. Many people have some form of either color-blindness or color confusion, so they will have trouble distinguishing colors.**
 - 3. Color is very subjective; a pretty color to you may be hideous to someone else.**
 - 4. A color may have a different meaning in a different culture.**
- Best to use black text on white, off-white, or light gray background.**
 - Limit the number of colors. (3 not including white, black, gray)**
 - Never use color as only means of identification.**

Assign access keys

1. Allow a user to work without a mouse.
2. Allows Faster typing by keeping hands on keyboard.
3. Assists people with disabilities.

Include an ampersand (&) in the caption of the label

Tab index of label is one less than control.

&Name: would make *N* the access key.

Tab Index

- **Allow you to scroll through form by pressing the tab key**
- **Start at index zero**
- **By default tabindex increases by one with each added item.**

Tab index of label is one less than control.

Default and Cancel Button

AcceptButton - set under in the Form Misc. Event on button fired when Enter key is pressed

CancelButton - set under in the Form Misc. Event on button fired when Esc key is pressed