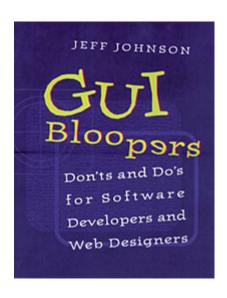
GUI Bloopers: Don'ts and Do's for Software Developers and Web Designers

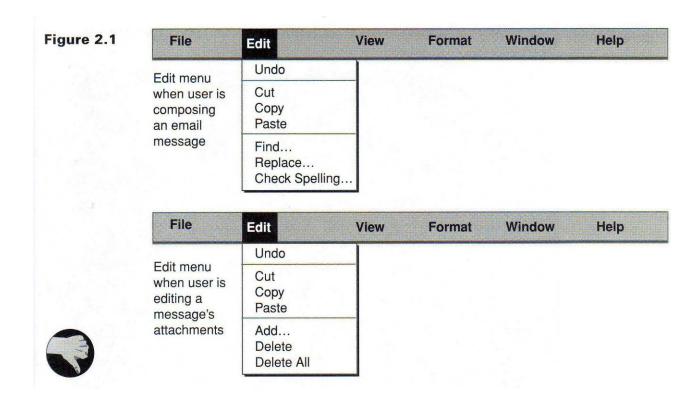


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Group 1

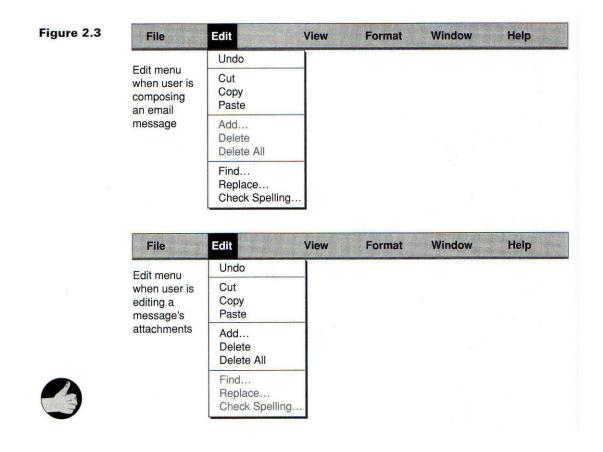
GUI Component Bloopers Dynamic Menus

Leaving certain parts out of the menu when they are not necessary



GUI Component Bloopers Dynamic Menus (2)

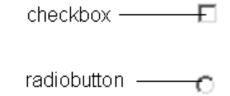
Deactivate inapplicable commands (gray them out) rather than removing them



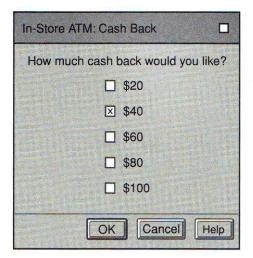
GUI Component Bloopers Checkboxes / Radiobuttons

Confusing checkboxes with radiobuttons

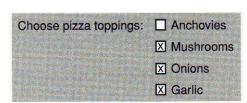
- Checkboxes are for multiple selections
- Represent a single ON/OFF setting
- Values should be independent







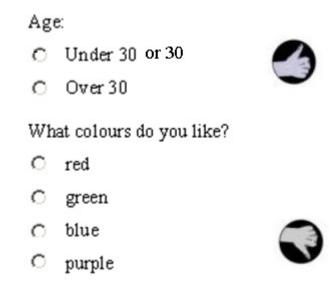






GUI Component Bloopers Checkboxes / Radiobuttons (2)

- Radiobuttons are for exclusive selections
- Always occur in sets of at least two
- Used when number of possible values is fixed & small
- Used when sufficient space is available on the enclosing panel



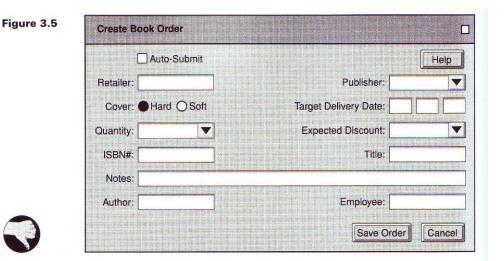
Layout / appearance bloopers

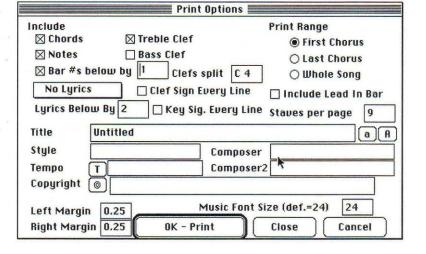
Layout doesn't have natural order of settings

- Random layout of controls & fields in a logical sense
- Cause: no time, no knowledge, or arranged by GUI type



Figure 3.6



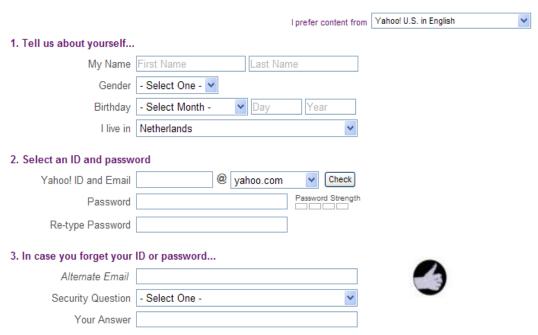




Layout / appearance bloopers

Layout doesn't have natural order of settings (2)

- Layout should be arranged on:
 - Dominant reading order
 - Frequency of use
 - Relationship to other controls
 - User expectation



Thank you for your attention