
GUI Design Principles and Reference

GUI Design Principles

(Instructor's "short list" of what is important)

- NEVER forget the user!
 - Remember the KISS method
 - Keep It Simple Stupid
 - But not too simple
 - Maintain a balance
 - Amount of navigation required to see/change content
 - Scroll bars, tab sequence, mouse actions
 - Leverage metaphors
 - A picture is worth a thousand words
 - Be consistent
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GUI Design Principles

(Resources)

- Advice from a few experts:
 - askTOG (Bruce Tognazzini)
 - [First Principles of Interaction Design](#)
 - Don Norman's web site
 - jnd.org
- ACM Special Interest Group
 - ACM Special Interest Group on Computer-Human Interaction
 - [ACM SIGCHI](#)

GUI Design Reference

- Controls by function
 - Display text-based data
 - Enter text-based data
 - Select single item from group
 - Select multiple items from group

GUI Design Reference

(Display text-based data)

- Primary control type
 - Label
 - Consider impact of AutoSize and BorderStyle properties
- Other control types
 - TextBox
 - Do one of the following:
 - Set Enabled property to false
 - Set ReadOnly property to true
 - ListBox
 - When you have many related text-based values to display
 - When you want to display a list of actions performed
 - Set SelectionMode property to None

GUI Design Reference

(Enter text-based data)

- Primary control type
 - TextBox
 - Consider impact of CausesValidation and MaxLength properties
- Other control types
 - ComboBox
 - When DropDownStyle is either Simple or DropDown
 - Remember: user can enter text value not in list

GUI Design Reference

(Select single item from group)

- **Primary control types**
 - RadioButton
 - Use GroupBox when you have multiple groups of RadioButtons
 - ListBox
 - When SelectionMode property set to One
- **Other control types**
 - ComboBox
 - When DropDownStyle is DropDownList

GUI Design Reference

(Select multiple items from group)

- **Primary control types**
 - CheckBox
 - ListBox
 - When SelectionMode property set to MultiSimple or MultiExtended
- **Other control types**
 - CheckedListBox
 - Remember: impact of CheckOnClick property