

CMSI 698/598

INTRODUCTION TO HUMAN - COMPUTER INTERACTION (HCI)

Summer 2005 Session 1

Assignment 0623

Contrary to what you might have feared, this is more of an “if you’re interested” kind of thing; you already have the paper and final on June 23, so I don’t expect you to submit this. And everyone’s doing quite OK, so I don’t see any need for extra credit.

Not For Submission

Knowing how to use toolbars and menus should pretty much round out your ability to create a full-fledged, refined user interface. Of course there are still more details, but with what you’ve learned in the last few weeks, you should now feel sufficiently equipped to put something together that looks polished and works well.

1. Consider how you would add the following functions to our fledgling “Superhero Database:”
 - a. *Explicit indication when the superhero database is empty* (as opposed to the current behavior where an “empty hero” is just displayed).
 - b. *A “hero count” label that shows the current number of heroes in the database.* Even better, make the label say something like “Hero 5 of 12” so that the user knows both the Hero’s position in the database and the total number.
 - c. *A search filter text field in the toolbar.* As the user types into this text field, the list of heroes is narrowed to only those heroes that satisfy the filter text.
 - d. *A “go to” command.* Allow the user to “go to” any hero in the database.
2. One of JOptionPane’s flaws is its inability to selectively enable or disable its action buttons (OK, Cancel, Yes, No, etc.) based on the current dialog content. However, we know that dynamic enabling and disabling of buttons is a key requirement for a user interface that properly prevents the user from performing erroneous tasks or entering erroneous data. How would you implement a JDialog that allows for this ability?