DESIGNING OBJECT-ORIENTED USER INTERFACES

Dave COLLINS (David Hunter), 1943-
Series: Object-Oriented Software Engineering Series

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DESCRIPTION:
Collins presents a principled approach to designing user interfaces for systems built on modern hardware and software platforms. In the text, Collins defines object-oriented user interface, presents a methodology for designing both the visible features of the interface and the software structures underlying it, and demonstrates how this methodology fits into the context of object-oriented development. Collins provides the reader with a single conceptual model, grounded in standard engineering practice, to guide both external and internal design of the user interface. The author’s methodology, based on object-oriented principles, is consistent with other object-oriented methodologies for system and database design.

1. Delivers a clear definition of “object-oriented” user interface consistent with other OO paradigms and contexts
2. Draws on many diverse fields such as software engineering, cognitive psychology, human factors, and graphic design
3. Covers the design of the visible interface and the software that implements it
4. Describes object-oriented implementation architectures which flow naturally from the user interface
5. Provides examples in C++ and Smalltalk to illustrate the implementation of object-oriented user interfaces

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