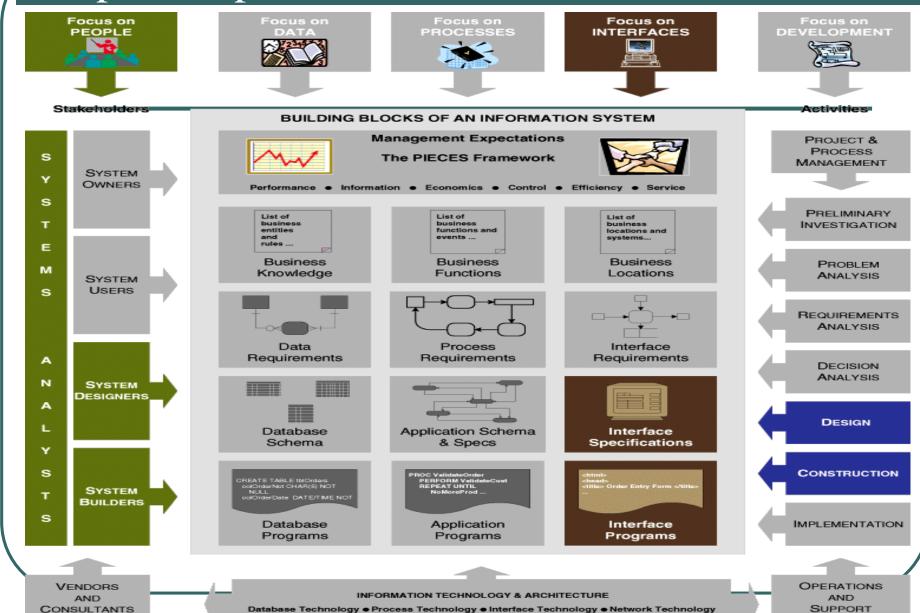
#### CHAPTER

# INPUT DESIGN AND PROTOTYPING

#### Chapter Map

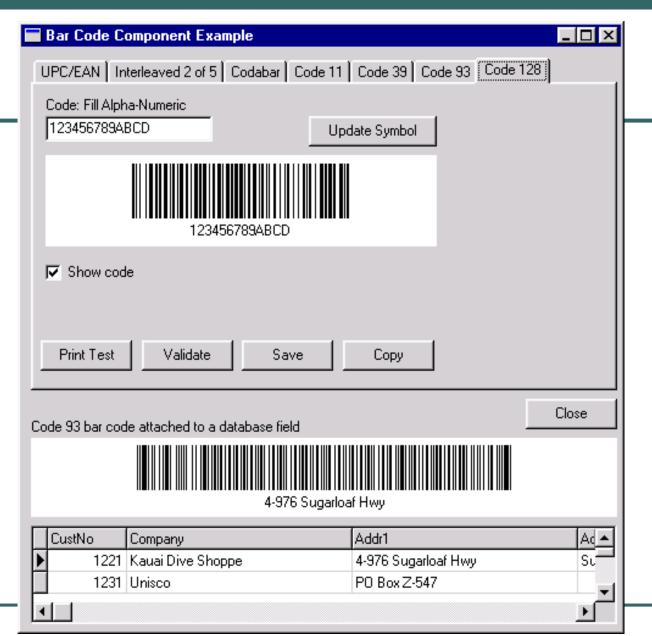


Source: System Analysis and Design Methods, 5th Edition, McGraw Hill.

# Input Implementation Methods

- Keyboard
- Mouse
- Point-of-sale terminals
- Sound and speech
- Automatic data capture
  - Optical mark recognition (OMR)
    - Bar codes
  - Optical character recognition (OCR)
  - Magnetic Ink
  - Electromagnetic transmission
  - Smart cards
  - Biometric

#### Automatic Identification: Bar Codes



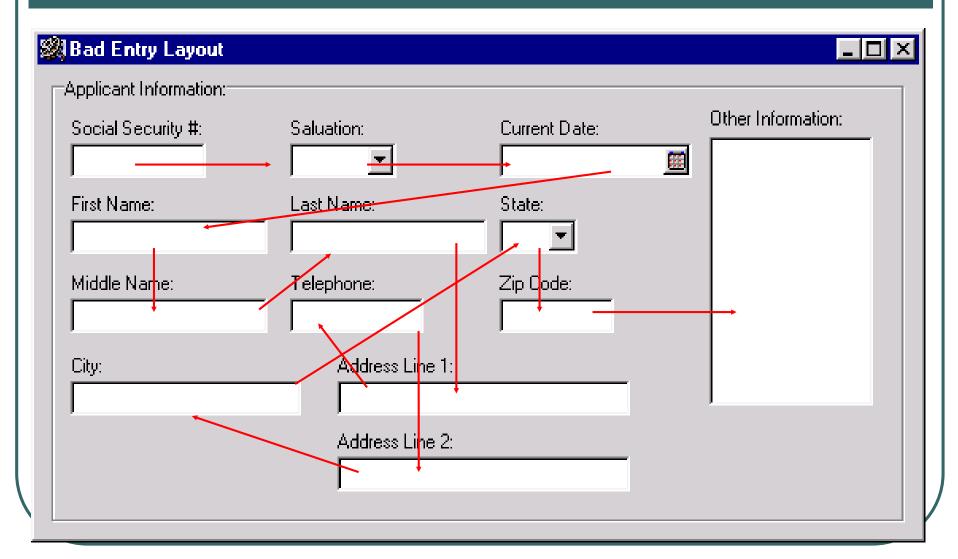
# Input Design Guidelines

- Capture only variable data.
- Do not capture data that can calculated or stored in computer programs as constants.
- Use business codes for appropriate attributes.

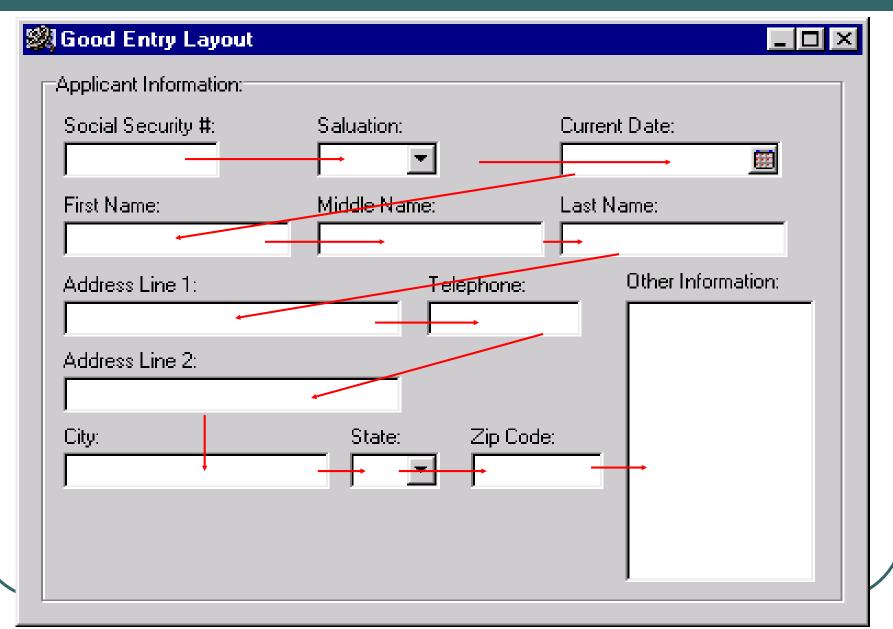
#### Source Document / Form Design Guidelines

- Include instructions for completing the form.
- Minimize the amount of handwriting.
- Data to be entered (keyed) should be sequenced so that it can be read like a book, that is, top-to-bottom and left-to-right.
- When possible, based input design on known metaphors.

#### Bad Flow in a Form



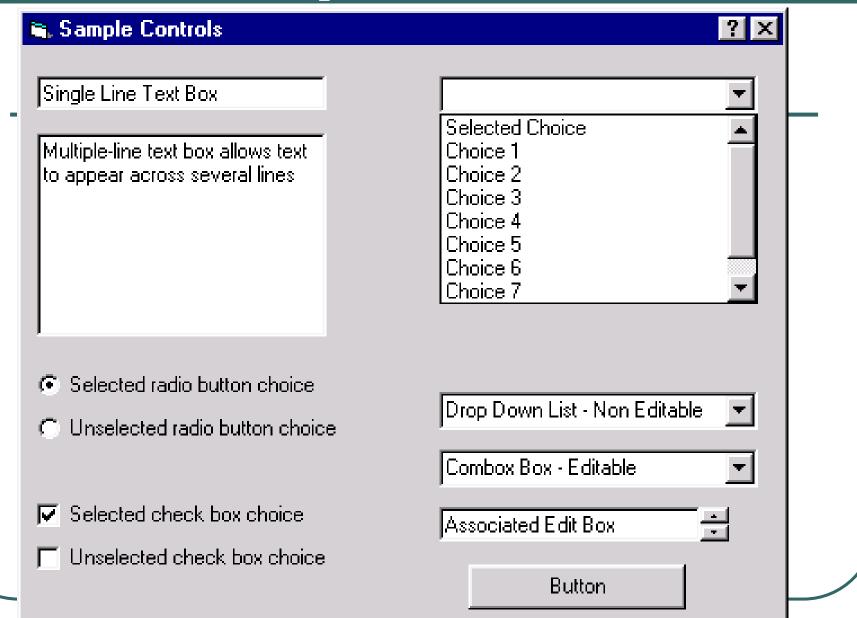
## Good Flow in a Form



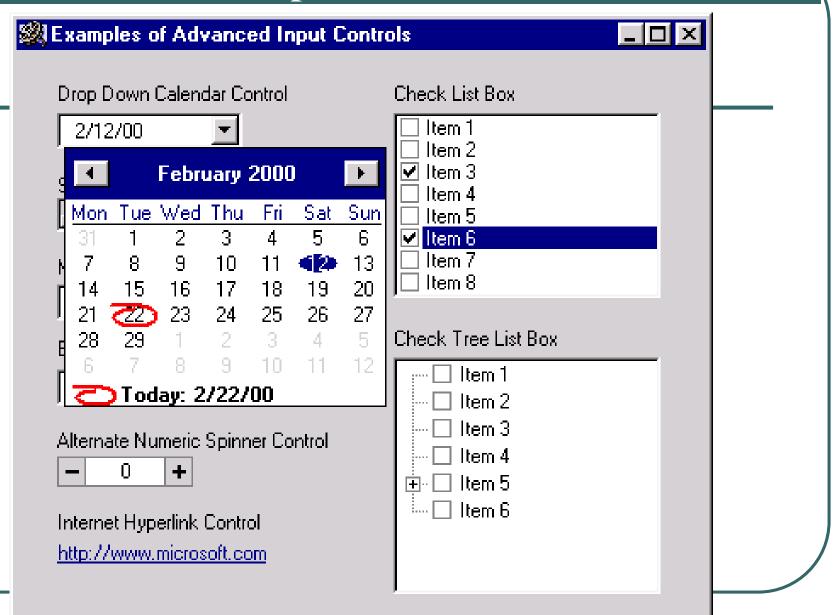
# GUI Components (or Controls)

- Common GUI controls (for both Windows and Web interfaces)
  - Text boxes
  - Radio buttons
  - Check boxes
  - List boxes
  - Drop down lists
  - Combination boxes
  - Spin boxes
  - Buttons
  - Hyperlinks (yes, also for Windows applications—see Quicken 2000)
- Advanced controls (mostly for Windows interfaces)
  - Drop down calendars
  - Slider edit controls
  - Masked edit controls
  - Ellipsis controls
  - Alternate numerical spinners
  - Check list boxes
  - Check tree boxes

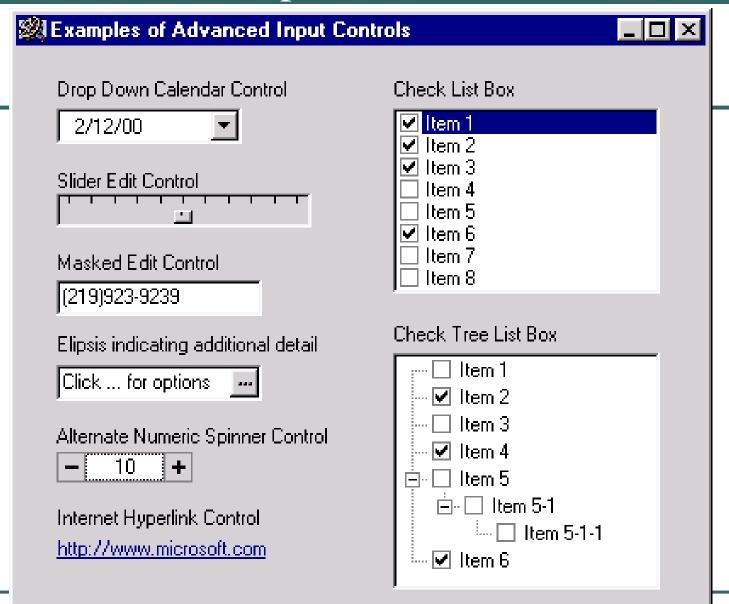
# Common GUI Components



#### Advanced GUI Components



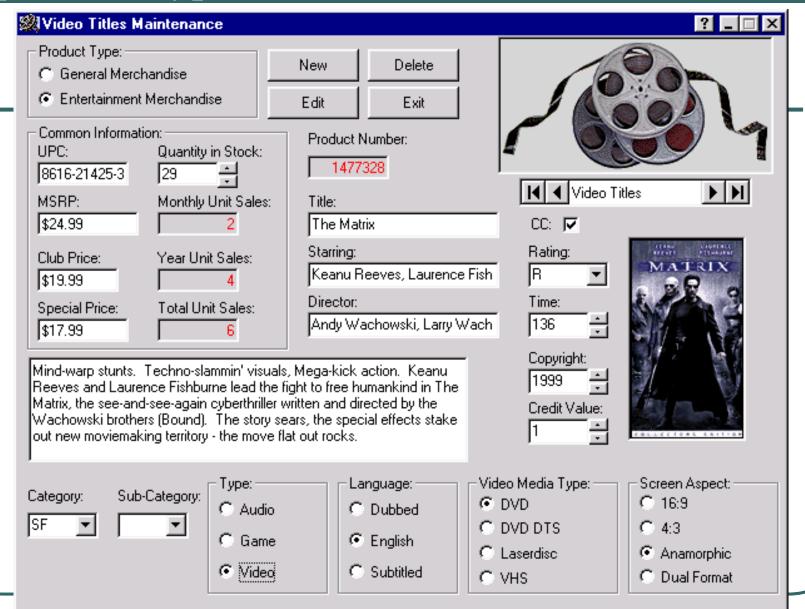
#### Advanced GUI Components (continued)



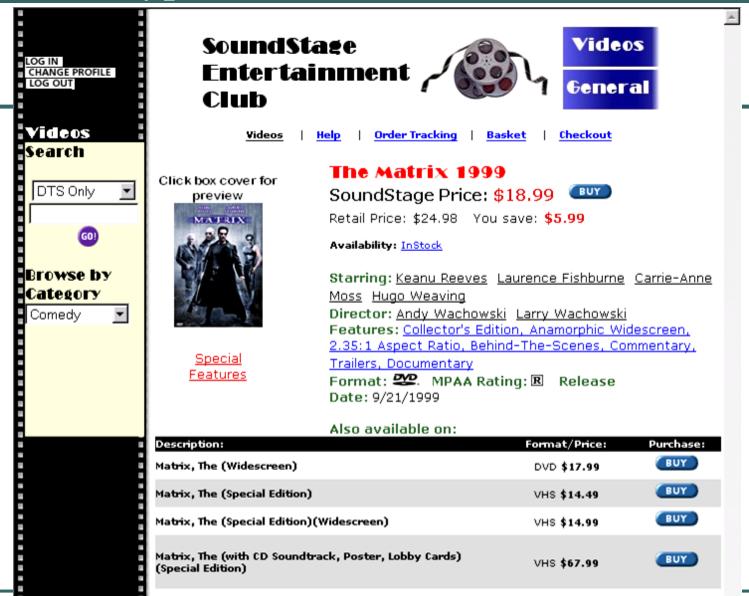
# Input Design Process

- Identify system inputs and review logical requirements.
- Select appropriate input components/controls.
- As necessary, design any source documents.
- Design, validate and test inputs using some combination of:
  - Layout tools (e.g., hand sketches, spacing charts, or CASE tools.
  - Prototyping tools (e.g., spreadsheet, PC DBMS, 4GL)

#### Input Prototype for Data Maintenance



#### Input Prototype for Web Interface



# Input Prototype for Web Interface

