

Palm User Interface Guidelines

- programs must be fast
- frequently used f^{NS} must be more accessible than infrequently used f^{NS}.
- programs should be easy to use

Make Apps Fast

means making it possible for a user to do a task quickly

i.e. do things like

- reduce number of taps user needs to do to perform a task

● - buttons are fastest UI component but have to make sure user does not spend a lot of time looking for correct button

- push buttons are faster than pop-up lists and should be used if have enough real-estate

- pop-ups are faster than graffiti

- pop-ups with ~~too~~ many elements are slow

- menus require an extra tap so should be for less frequent activities

- use shortcuts for menu items

- do not have an exit or close button

You should try to ~~not~~ make it easy to access frequently used procedures

- ① Important data should be first displayed
(Today's schedule)
- ② Try to avoid need to flip through screens
- ③ Use command button for frequently performed tasks
EX new button
- ④ Avoid dialog's ~~all~~ and use a default value if possible
- ⑤ Avoid nesting dialog boxes.

Navigating within & b/w apps

Remember: users typically navigate b/w apps by either the launcher or one of the hardware buttons. So if remap these then should not map silk screen buttons

Within an app might want have a couple views of data.

Ex) Memo
list of memos
particular memo

