

Fall 2013

# 05633-B/05433-B User Interface Lab (Section B - GUI)

## Introduction

### Class

Wednesday 9:00am – 10:20am, BH 237B

### Lab Instructor

Kelly Rivers

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Office hours: NSH 2602, Tuesday 4-5pm & Thursday 11-12pm

### Lab Coordinator

Anind Dey

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### Lab Description

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In this lab, we will apply the principles of graphical user interface (GUI) implementation through a series of lectures, demonstrations, and hands-on projects.

By the end of the lab, you will be able to create simple GUIs using ActionScript and Flex, understand GUI implementation principles, and know the components that are used when creating interactive interfaces.

### Required Materials

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**Textbook:** There is no required textbook for this course; supplementary materials will be available online for free.

**Laptops:** You will need to bring a laptop to lab for in-class programming sessions.

**Software:** We will be using Flex 4.6 in the lab assignments. You can download it for free at <http://www.adobe.com/devnet-apps/flex/free/>

You will also need a piece of software that can compile Flex. For the first month of the class, we'll use Adobe Flash Builder 4.6. It is part of CS6 and the Creative Cloud, which is available on CMU cluster machines; you can also get a 30-day free trial for [Windows](#) or [Macintosh](#).

After the first month, you can use a Flex builder of your choice. Our recommended alternative is Eclipse with a configured Flex builder; Windows users can also download [FlashDevelop](#) for free.

## Lab Assignments

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Grades for this lab will be assigned based on four projects:

Project 1a: Getting Started (5% of grade): Due September 11<sup>th</sup>

Project 1b: ActionScript (10% of grade): Due September 26<sup>th</sup>

Project 2: Flex (20% of grade): Due October 17<sup>th</sup>

Project 3: FSMs & Input (20% of grade): Due November 7<sup>th</sup>

Final Project (45% of grade): Assigned: Due December 5<sup>th</sup>

Final presentations: November 28<sup>th</sup> and December 5<sup>th</sup>

## Collaboration Policy

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It is fine to collaborate when working with general course materials, like the Flex API and examples given in lab, and it's fine to ask for help with specific debugging strategies. However, to learn the techniques taught in this class, you must practice them directly; therefore, all assignments are individual. You are not allowed to collaborate with other students in order to complete a project. This includes copying and pasting code from other students, using open source projects, and even discussing implementation strategies. If you are ever unsure about where to draw the line between general collaboration and collaboration on the assignments, contact the course instructor to receive clarification. Any instances of cheating will result in a failing grade on the assignment in question.

## Attendance

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Attending labs will help you complete the assignments more easily and earn a better grade. They also provide time to learn collaboratively and work together on the group assignments. Of course some students will be able to complete the assignments more easily. If you are able to work well without the instructor's help, you may do so. However, attendance on presentation days is mandatory. These will help others to learn from you and help you develop an intuition of what is easy and difficult. Each presentation day you miss (without explicit written permission) will result in a 1/3rd of a letter grade penalty on your semester grade.

## Late Policy

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Projects are due by the beginning of class (9am) on the given due date. Each day that the project is late, 5% will be deducted from your assignment grade. If you know that you will need to submit late due to a conflict, contact the instructor ahead of time to arrange an extension.