

# Lectures vs. book chapters

- Each lecture covers
   one main topic
- Each book chapter
   focuses on one topic
   but also covers other
   topics
- All required readings are relevant for this course (midterm/exam)

#### O'REILLY"



Semmy Purewal

# At the end of this lecture, you should be able to ...

- Apply Web design principles during the design stage of a Web app
- Explain the ideas behind usability testing and employ it
- Create Web apps that can function offline

### Web sites vs. Web applications

>10 million lines of code

"As Web browsers and the Web engine components that power them become ubiquitous [...], developers are increasingly using Web technologies to build applications and are relying on Web engines as application runtime environments.

Examples of applications now commonly built using Web technologies include [...] games, multimedia applications, maps ..."

W3C: Web Applications Working Group

### Not just for the Web: ELECTRON



## Build cross platform desktop apps with JavaScript, HTML, and CSS













## Web design basics

#### Disclaimer

- Web design is not trivial
- Most of you will become computer scientists, not Web designers
- But: a few basic rules go a long way
- Most basic principles seem obvious, but are often ignored

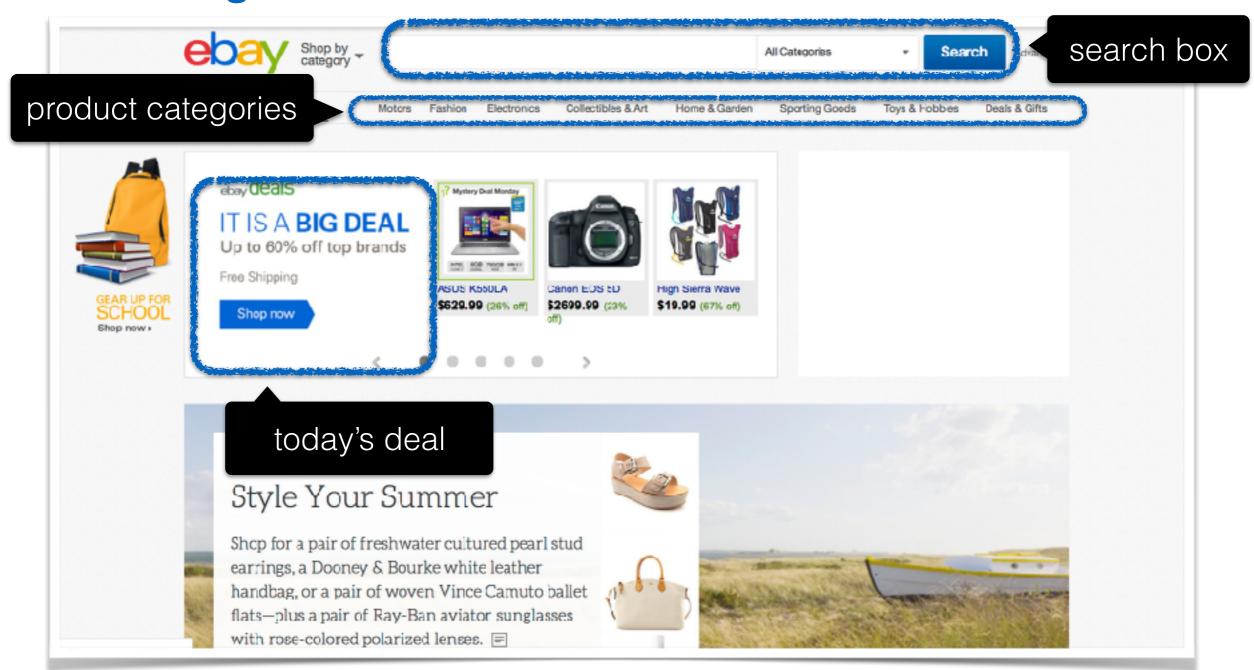
## Steve Krug



A Common Sense Approach to Web Usability

#### Rule#1: Don't make me think

- The way a web site/app "works", should be self-evident
- Users' cognitive effort should be minimal



#### Rule#1: Don't make me think



#### E KOOPPLEIN

laats in je eigen gem

**Nederland** 

Je postcode: 1234 AB

Of woonplaats: Typ hier je woonplaats...

Of

Beginletter gemeente:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

#### Nieuws

Bliff op de ho volg ons op maken, zal K

#### What if I want to look at Delft and Rijswijk?

'Gratis aangebouen van ane lokale koopplemen twitter manier kunnen geïnteresseerden snel reageren en hoeven zij ook onderweg niets van Koopplein te missen. Gebruikers kunnen ook hun eigen advertenties eenvoudig delen met hun netwerkvia social media als Linkedin, Twitter en Facebook. Via de bek... Lees verder »

#### Bekijk hieronder onze introductiefilm

Uitgever worden van onze snel groeiende formule Koopplein.nl? Wanneer in jouw gemeente nog geenlicentie is afgegeven, maak jij kans je eigen Koopplein te vestigen. Slechts één ondernemer krijgt daarvoor het exclusieve recht in zijn gemeente. Reageer dus snel. Bekijk onze introductiefilm Koopplein.nl omvat een netwerk van lokale marktplaatsen op internet. Elke gemeente heeft een eigen Koopplein. Dat wordt geëxploiteerd door een ondernemer uit die gemeente/streek. Jij kent jouw...

Lees verder »



A lot of text nobody will read ...



## KOOPPLEIN.NL

De gratis marktplaats in je eigen gemeente



#### Zoek in je woonplaats

Meer dan 360.000 tweedehands producten in je eigen woonplaats of heel Nederland.

Woonplaats of postcode

Zoek product of dienst

Zoeken

#### Plaats hier je gratis advertentie

Wil je snel iets verkopen? Plaats dan eenvoudig en **gratis** een advertentie op Koopplein.nl.

Plaats advertentie

#### Alle aanbiedingen in Nederland

Hieronder een greep uit ons aanbod uit heel Nederland. Kies je woonplaats om lokaal aanbod te kunnen zien.



#### Zuivere sinusomvormers mé...

Caravans, Campers en Kamperen >
Accessoires en Toebehoren
KENMERKEN: • Co...

n.o.t.k.



#### Wit Luipaard booktype cov...

Telecommunicatie > Mobiele telefoons en Smartphones > Hoesjes en Frontjes...

€ 14,95

## Minimising cognitive effort

Name links, buttons, sections, etc. clearly, not cleverly



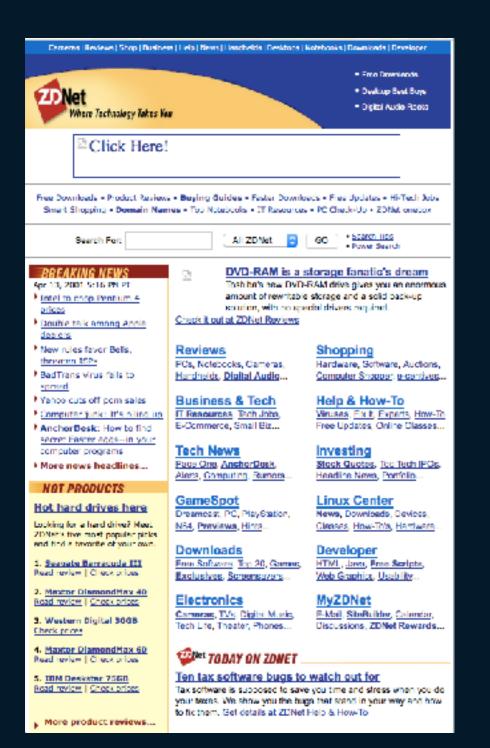
- Adhere to established style standards
  - this is a link in 1999 is this a link?
- Avoid users getting lost within the web site; tell users where they are and how they arrived (leave "breadcrumbs")



 Clearly divide the different parts of a site (e.g. advertisements vs. content)



#### Rule#2: minimize noise & clutter







14.04.2001

14.10.2014

# Rule#3: If you cannot make it self-evident, make it self-explanatory

- Self-explanatory sites require users to expend a small amount of cognitive effort
- A small amount of explanatory text can go a long way
- Keep the mobile user in mind (scrolling is expensive)
- Avoid "happy talk" text without any content for the sake of adding text (e.g. welcome message)

# Rule#3: If you cannot make it self-evident, make it self-explanatory

 Self-explanatory sites require users to expend a small amount of cognitive effort



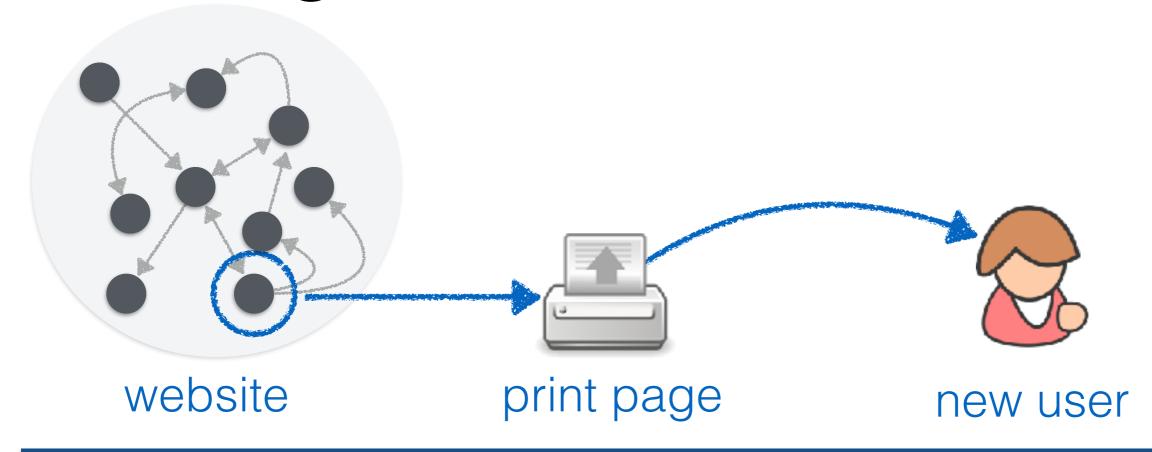
Idea: Web users are rational, attentive with a clear goal in mind

Reality: Web users ...

- quickly scan (not read!) a Web page
- decide within seconds whether or not a site is worth it
- click on the first link that looks reasonable
- depend a lot on the browser's back button
- do not read instructions

A Web site's design should be based on **user reality! Usability testing** is important to make a site a success.

## Site navigation: the "trunk test"

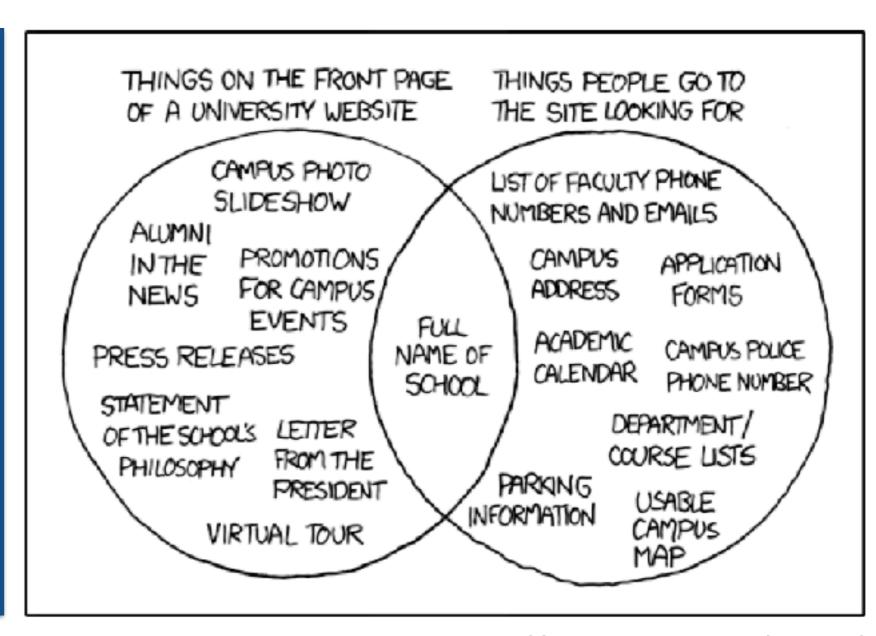


#### As quickly as possible the user should circle:

- Name of the Web site
- Name of the page he currently views
- Major sections of the page
- Possible navigation options at this point
- "You are here" indicators

# The home page: the point of entry for most users

- 1. What **is** this?
- 2. What can I **do** here?
- 3. Why **should** I be here?
- 4. What do they have here?



essential questions to answer

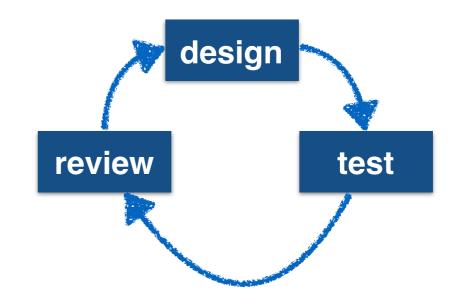
http://xkcd.com/773/

## Rule#4: test often and early

Usability test: give a user a typical task and observe

how well he is able to perform it



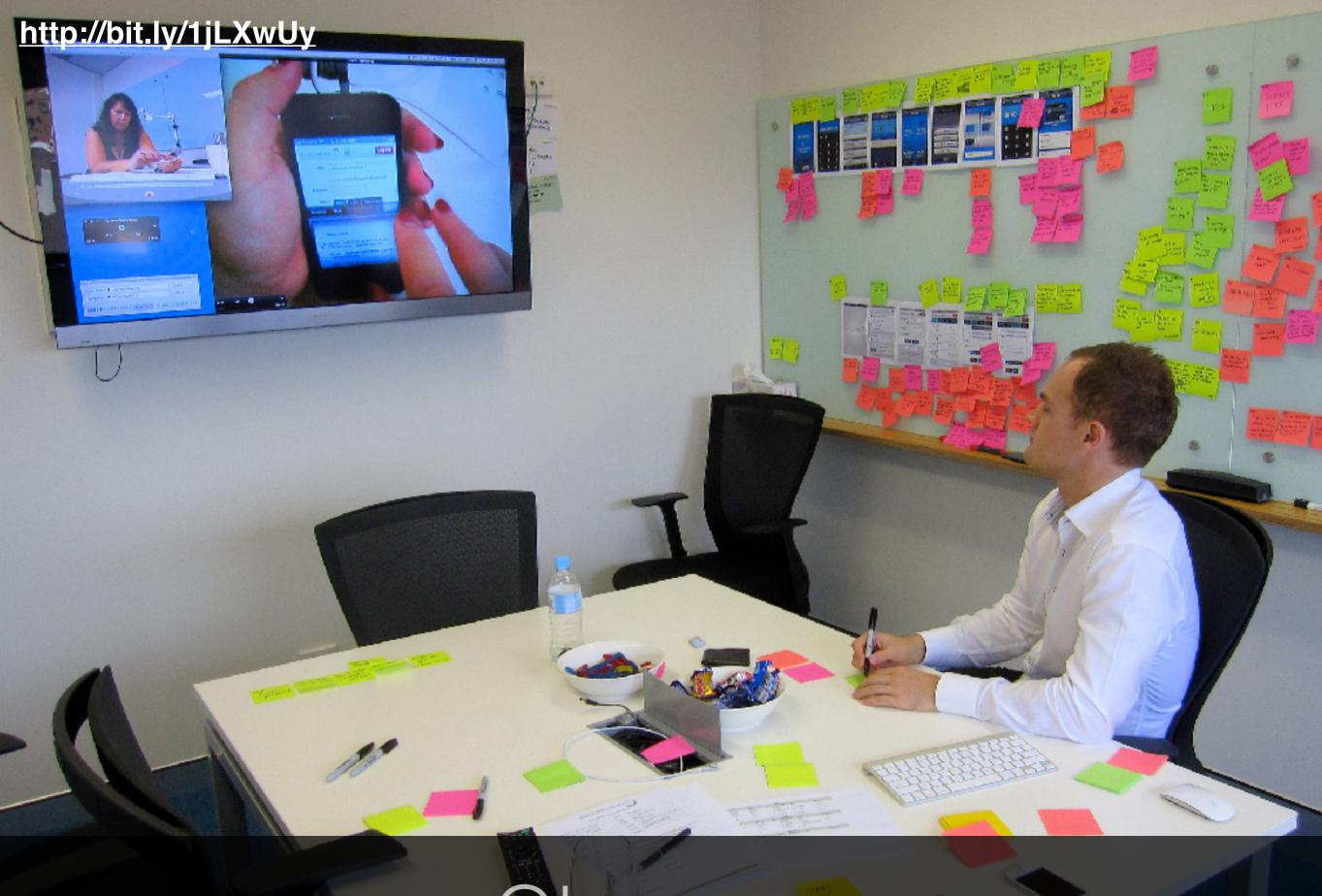


Testers should be a mix of target audience and average
 Web users; 2-3 testers per iteration are enough

#### Setup:

- + Participant (tester) sits in front of the laptop/smartphone/...
- + Facilitator sits next to him and guides him through the test
- + Observers (developers, managers, etc.) watch usability test





Observer

## What can you test?

- How to create a user account
- How to retrieve a lost password
- How to change the credit card information
- How to delete a user account
- How to find an article in the archive
- How to edit a posting made on the forum

• . . . . . .

### Usability testing: the aftermath

- Assign each found problem to a priority (low, medium, high)
- Focus on the high priority problems
- Create an ordered list of high priority problems and start fixing the most severe one
- Do not add new problems to the list until you fixed everything

# HTML5: lets take a closer look

#### HTML5 overview

- A set of related technologies (core HTML5, CSS, JavaScript) that together enable rich Web content
- Core HTML5: mark up content
- CSS: control the appearance of marked-up content
- JavaScript: manipulate the contents of HTML documents
   & respond to user interactions
- Modern Web (app) development requires knowledge of all three technologies
- Before HTML5: XHTML and HTML 4.01

Not all browsers support all features

http://caniuse.com/

#### HTML5 overview

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html
     PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
     "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
     <head>
        <title>Virtual Library</title>
     </head>
     <body>
        Moved to <a href="http://example.org/">example.org</a>.
     </body>
</html>
```

Before HTML5: XHTML and HTML 4.01

Not all browsers support all features

http://caniuse.com/

#### The move towards HTML5



@BrendanEich

- Initial list of HTML tags (1991/92) was static: <title> <a> <isindex> <plaintext> <listing> <h1> <address> <hp1> <dl> <dt>
- JavaScript appeared in 1995, developed by Netscape beginning of client-side dynamic scripting for the browser

JavaScript is not part of HTML, but HTML5 assumes JavaScript to be available.

• Plugins (e.g. Adobe Flash, 1996) were created to go beyond what was possible with HTML

HTML5: a drive to return rich content directly into the browser.

 Semantic HTML became a popular wish to enable largescale automated processing of Web content

# Was reconstructed was reconstructed was reconstructed with the HTML was reconstructed with the

W3C recommendation: features are stable & (partially) implemented in multiple (2+) common browsers

- HTML is widely used, making standardisation a slow process
- Many different stakeholders are part of W3C's HTML
   Working Group (Microsoft, Apple, Google, Mozilla, Nokia, Adobe, Intel, Baidu, etc.)
- HTML5: candidate recommendation in Q4-2012, W3C recommendation in Q4-2014
- HTML5.1: candidate recommendation in Q1-2015, W3C recommendation in Q4-2016

In practice: W3C standardises what the browser vendors have chosen to implement (or will implement) and agree upon.

# What does the standard look like?

#### 2.4.4 Numbers

2.4.4.1 Signed integers

Add developer-view styles

A string is a valid integer if it consists of one or more ASCII digits, optionally prefixed with a "-" (U+002D) character.

A <u>valid integer</u> without a "-" (U+002D) prefix represents the number that is represented in base ten by that string of digits. A <u>valid integer</u> with a "-" (U+002D) prefix represents the number represented in base ten by the string of digits that follows the U+002D HYPHEN-MINUS, subtracted from zero.

The rules for parsing integers are as given in the following algorithm. When invoked, the steps must be followed in the order given, aborting at the first step that returns a value. This algorithm will return either an integer or an error.

- Let input be the string being parsed.
- 2. Let *position* be a pointer into *input*, initially pointing at the start of the string.
- Let sign have the value "positive".
- Skip whitespace.
- If position is past the end of input, return an error.
- 6. If the character indicated by position (the first character) is a "-" (U+002D) character:
  - 1. Let sign be "negative".
  - 2. Advance position to the next character.
  - 3. If position is past the end of input, return an error.

Otherwise, if the character indicated by *position* (the first character) is a "+" (U+002B) character:

- 1. Advance position to the next character. (The "+" is ignored, but it is not conforming.)
- 2. If position is past the end of input, return an error.
- 7. If the character indicated by position is not an ASCII digit, then return an error.
- 8. Collect a sequence of characters that are ASCII digits, and interpret the resulting sequence as a base-ten integer. Let value be that integer.
- 9. If sign is "positive", return value, otherwise return the result of subtracting value from zero.



### HTML5 is modular and complex

- Web Workers: Web applications can spawn background workers to run processes (scripts) running in parallel to their main page
- WebSocket: bidirectional communication with serverside processes
- WebRTC: real-time communication between browsers (for videoconferencing, etc.)
- HTML Media Capture: enables user access to a device's media capture mechanism

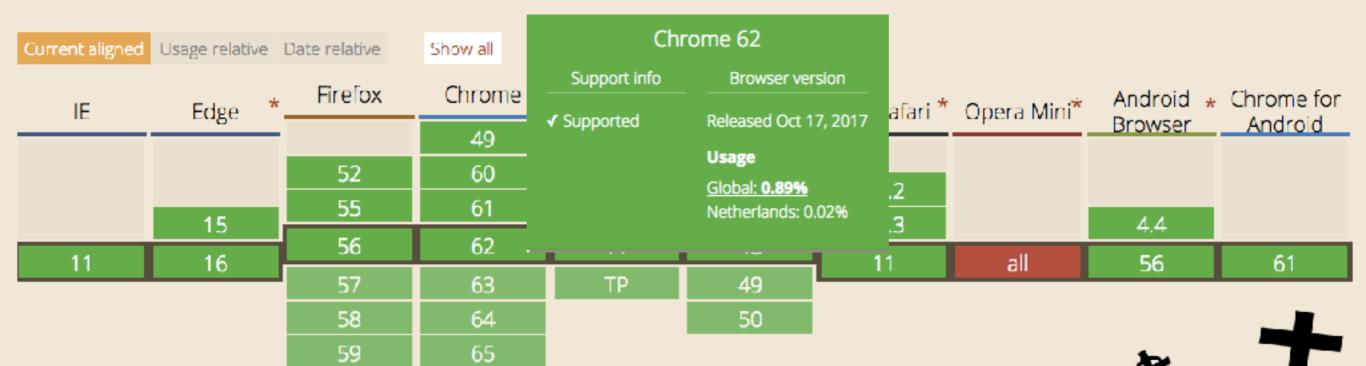
# HTML5: taking things offline with the AppCache

## Long live the AppCache!

Offline web applications - UNOFF

Global 94.75% + 0.01% = 94.76%Netherlands 92.54% + 0.01% = 92.55%

Now deprecated method of defining web page files to be cached using a cache manifest file, allowing them to work offline on subsequent visits to the page.



Notes Known issues (4)

Resources (7)

Feedback

This technology is being deprecated in favor of Service Workers



## Long live the AppCache!

Service Workers - wd

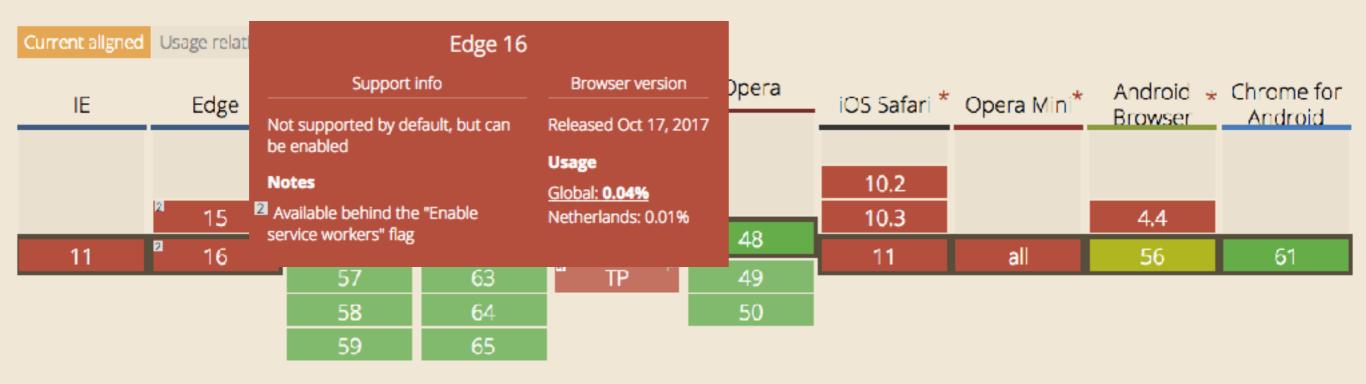
Known issues (0)

Notes

Method that enables applications to take advantage of persistent background processing, including hooks to enable bootstrapping of web applications while offline.

Resources (8)

Global 65.27% + 8.32% = 73.6% Netherlands 52.82% + 0.59% = 53.41%



Overall: for **simple** Web applications the AppCache is the **easiest** way to offer offline capabilities **over the next few years**.

Feedback

### Offline Web applications

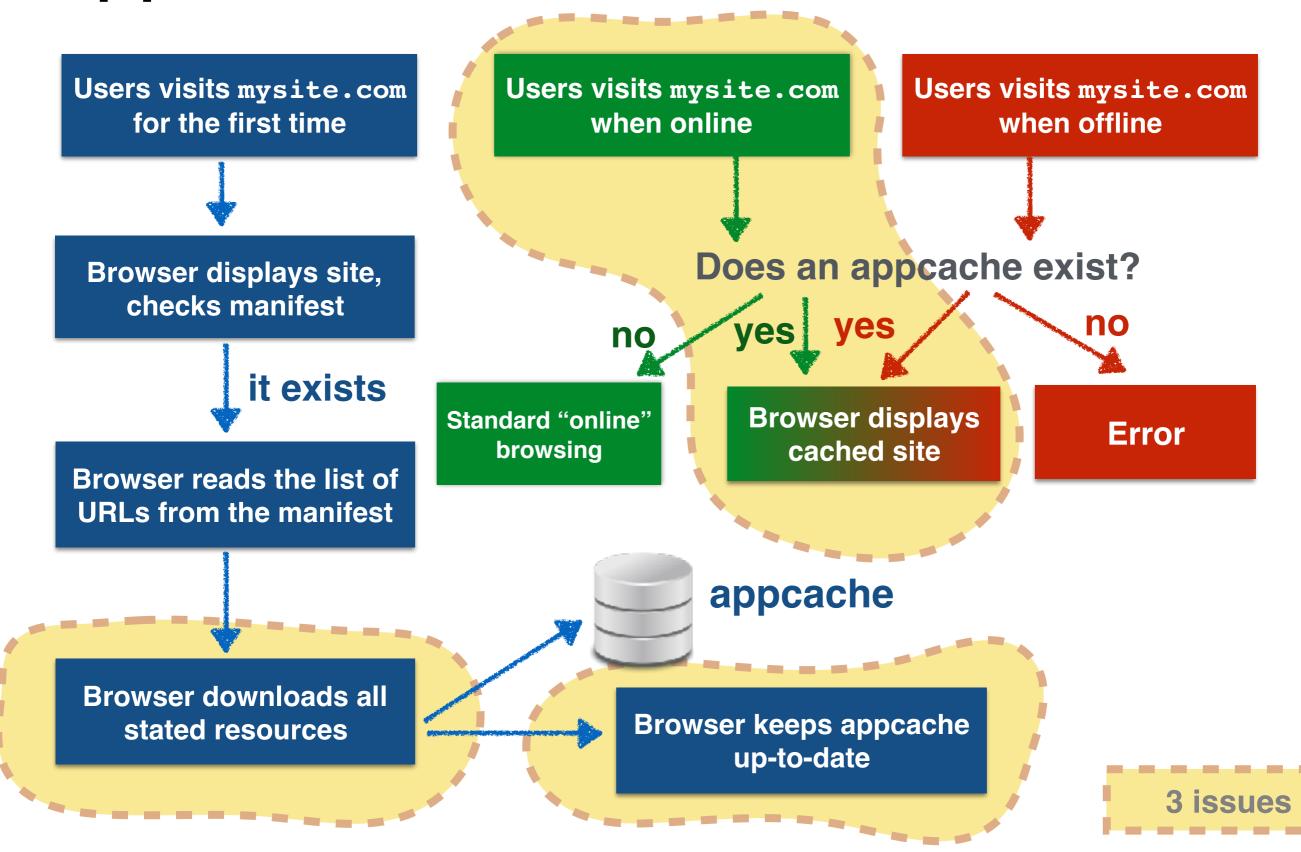
- Until a few years ago: Web applications were mostly available online; browser cache did not provide reliable storage (removed elements from the cache if memory limit reached)
- HTML5 introduced application caches that enable reliable offline browsing
- Developers specify the files the browser should (or should not) cache and make available offline
- Main tool: the manifest file (referenced as attribute in the html tag)

## Offline Web applications

```
<!doctype html>
     <html manifest="myman.appcache">
                                           ry limit
      <head>
reac
        <title>My First Web App</title>
      </head>
                                           reliable
      <body>
        <h1>Hello World!</h1>
        Nice to meet you.
                                            should
      </body>
/html>
```

 Main tool: the manifest file (referenced as attribute in the html tag)

## Appcache "workflow"



#### How to cache a resource

Web applications consist of numerous resources
 (\*.html, \*.css, \*.js, \*.mov, \*.wav, ....)

To cache a Web page:

- 1. add the manifest attribute to the page to be cached
- 2. list the page in the manifest file itself

To cache a resource of any type

list the resource in the manifest file itself

### A simple manifest file

myman.appcache

```
CACHE MANIFEST

index.html

stylesheet.css

images/logo-small.png

images/logo.png

images/logo-large.png

scripts/myjs.js

scripts/jquery.js

http://myhp.nl/scripts/myjs2.js

absolute path
```

Cached resources can come from any domain.

### A complex manifest file

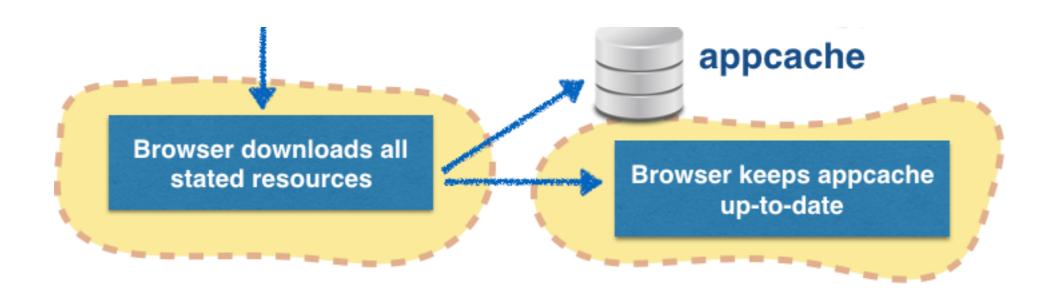
```
#required, 21.08.2014:0.1  #comments
CACHE MANIFEST
#must be cached, list first or add CACHE:

CACHE:
index.html
stylesheet.css
images/logo.png
```

### Manifest resource types

- CACHE: is the explicit offline section
- NETWORK: indicates the "online whitelist" section, its resources are never cached
- FALLBACK: defines replacements for online resources that were not cached (fallback resources are automatically downloaded)
- Resource types can be combined for interesting effects
- URL pattern "\*" in NETWORK: online whitelist wildcard flag
- URL pattern "/" in FALLBACK: matches any resource on the Web site

## Application cache pitfalls I



 Application caches are only updated by the browser when the manifest file changes

Changing a comment within the manifest is sufficient!

 If a single resource in the manifest fails to be downloaded, the appeache is not created

## Application cache pitfalls II

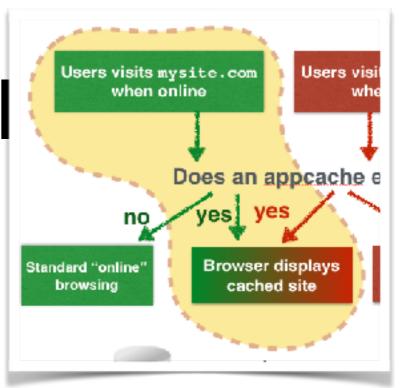
### When you are online

- 1. If an application cache exists for a site, all files are served from it
- 2. The browser looks for updates to the manifest
- 3. Once the cache is updated, the site is **not** automatically refreshed (could interfere with user actions)
- 4. The user needs to manually refresh the page

#### For debugging purposes

The application cache is an additional cache, it obeys standard Web server-sent caching instructions.

Remember HTTP's Expires and Cache-Control.



## Application cache pitfalls

A non-cached resource does not load on a cached resource.

```
<!-- index.html -->
<!doctype html>
<html manifest="myman.appcache">
  <head>
     <title>My First Web App</title>
  </head>
  <body>
     <h1>Hello World!</h1>
     <img src="ghost.png"</pre>
          alt="A ghost">
  </body>
</html>
```

```
#required
#21.08.2014:0.1
CACHE MANIFEST

CACHE:
index.html
```



A ghost

## Application cache pitfalls

A non-cached resource does not load on a cached resource.

```
<!-- index.html -->
<!doctype html>
<html manifest="myman.appcache">
  <head>
    <title>My First Web App</title>
  </head>
           Hello World!
  <body>
    <h1>He
    <img s
  </body>
</html>
```

#required
#21.08.2014:0.2
CACHE MANIFEST

CACHE:
index.html

NETWORK:
\*

Work through chapters 1, 2 and 3 of the Database course book before the Monday lecture.

Find a lab partner by this week Sunday!