

KEY IN-CLASS STUDENT ACTIVITY 4.5: RESPOND TO THE TOUCH INTERFACE

Lesson Objective 4.5:

Respond to the touch interface.

Resources, software, and additional files needed for this lesson:

1. Microsoft® Word (or similar word processing software) and access to the Internet.

Guiding questions:

1. **What does it mean to “capture” an event?** In web design, the flow of the program is determined by events. When an event is triggered (a user touches the screen with one or two fingers), an event listener that is waiting to capture this event starts processing an appropriate response. It is important to understand that not all touch screen events are mapped to traditional event; two examples of this are orientationchange and gesture events.
2. **After an event is captured, how do you respond to it?** Every event has an “event type”, which is a string that specifies the kind of event that occurred, such as gesturestart and gestureend. These events trigger an event handler—the code that responds to each event. New event handlers can be registered and invoked when an event of the specified type occurs.

Student activity:

Directions to the student:

Read the following scenario. Use Microsoft Word or another word processing program to answer the questions listed in the Content section, helping Cecilia create a comprehensive test plan for this new product. Check your answers with the instructor.

Scenario:

Cecilia Cornejo is a web design tester for Consolidated Messenger. The company is developing a new tracking system for its shipping department. The development team has just finished the programming task, and the code includes many new touch technologies to make it easier for the employees and the customers. Cecilia’s job is to test the new user interface.

Content:

1. What hardware devices should be included in the testing?

Answers may vary; students should include devices such as smartphones, tablets, slates, laptops, and personal computers at a minimum.

2. List four best practices that should be considered.

Answers may vary:

- **Response speed should be of utmost importance.**
- **Larger space for users to touch (design your interface with larger fingers in mind).**
- **Make your design intuitive: make sure you test with various users to ensure that the app reacts as expected.**
- **Don’t forget about lefties! (Make your site ambidextrous.)**

3. List at least five test cases to be included in Cecilia's testing strategy.

Answers may vary. Use a touch screen to enter the tracking number with a finger, stylus, the right hand, and the left hand.

4. (Optional) If you are not familiar with the process of software testing, locate information about the process on the Internet and write your own description.

A test plan is used to document the strategy that will be used to verify and ensure that an application, product, or system meets its design specifications.