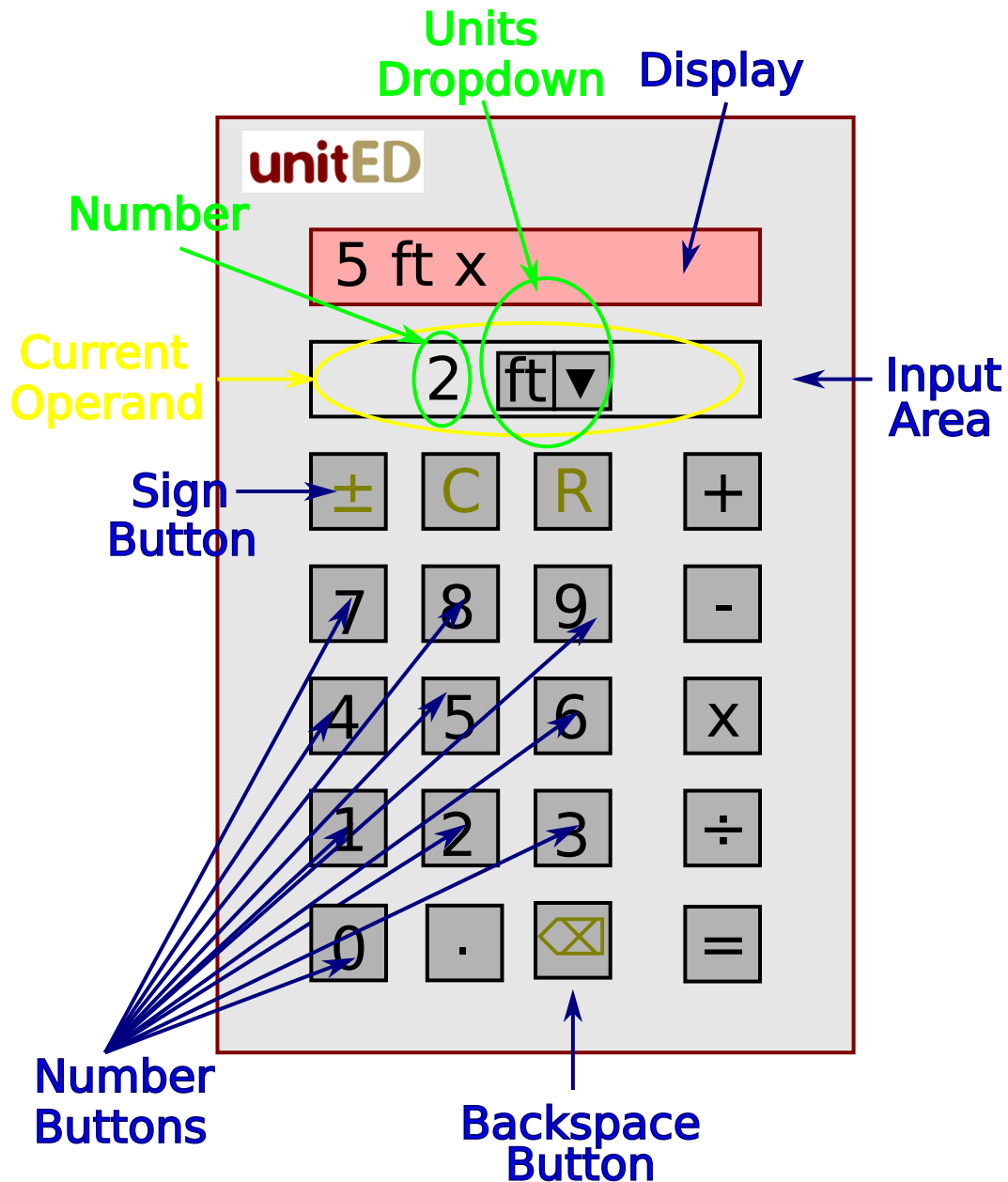


Interaction Design Document v1

The main window must look like the following (though the details can vary):



The display shows the current expression (which can either be the left operand and operator or the left operand, operator, and result)

The number buttons are used to enter individual digits. (Note: The physical keyboard can not be used to enter individual digits.) The units field is used to enter the units. The operator buttons are used to indicate which operation to perform. The equals button is used to evaluate an expression.

For example, to multiply 5 ft and 2 ft, the user would:

1. Click on 5. (This would result in a 5 appearing in the input area.)
2. Enter ft in the units field.
3. Click on the multiplication operator button. (This would result in the first operand and the operator appearing in the display and the input area being cleared.)
4. Click on the 2. (This would result in a 2 appearing in the input area.)
5. Enter ft in the units field.
6. Click on the equals button. (This would result in the two operands, the operator, and the result appearing in the display, and the input area being cleared.)

Note that, if the user clicks on a binary operator button, rather than the equals button, an error message must be displayed.

The other buttons must behave as follows:

- Clicking on the Clear Button [C] must delete the current operand.
- Clicking on the Reset Button [R] must delete the current expression and current operand.
- Clicking on the Backspace Button must delete the most recently entered digit of the current operand.
- Clicking on the Sign Button must change the sign of the current operand.



Menus

The menu bar (which may be on the top of the main window or at the top of the screen, depending on the operating system) must contain the following menus (as appropriate):

File	Help
Exit	About
	Help

About Dialog

The about dialog must look like the following (though, again, the details may vary):

