CIS 443/543 User Interfaces

Exercise #2  Command Languages - continued

Please turn in your work and keep a copy for discussion in class.

Due Friday, January 20 10am

Problem: Design a command language to operate a remote digital camera. You can communicate with the camera by typing commands into the keyboard. The only visual feedback that you have from the camera is the image as seen through the camera lens when the camera is on. (To make this realistic, imagine that the camera is on a Mars rover.) You will also have feedback from your command language processor.

We will conduct the discussion as “studio time” where students meet with the instructor and peers to engage in design critiques (crits) of the weekly design project, and to periodically “pin-up” design work for formal reviews and presentations.

Please answer the following in preparation for the studio.

I will grade this with either (submitted and did a reasonable job) or (not-submitted or a lousy job).

1. What are the core (absolutely necessary) tasks that you need to support with the command language? Of those, which are the most frequent?

2. What are some “nice to have” commands?

3. Describe your command language in terms of its modes, abbreviation structure, syntax, semantics and the feedback after processing a command line.

4. Show how you will achieve the core tasks in question 1 with the command language you have created.