

















A problem has been detected and Windows has been shut down to prevent damage to your computer.

DRIVER\_IRQL\_NOT\_LESS\_OR\_EQUAL

If this is the first time you've seen this Stop error screen, restart your computer, If this screen appears again, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any Windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable BIOS memory options such as caching or shadowing. If you need to use Safe Mode to remove or disable components, restart your computer, press F8 to select Advanced Startup Options, and then select Safe Mode.

Technical information:

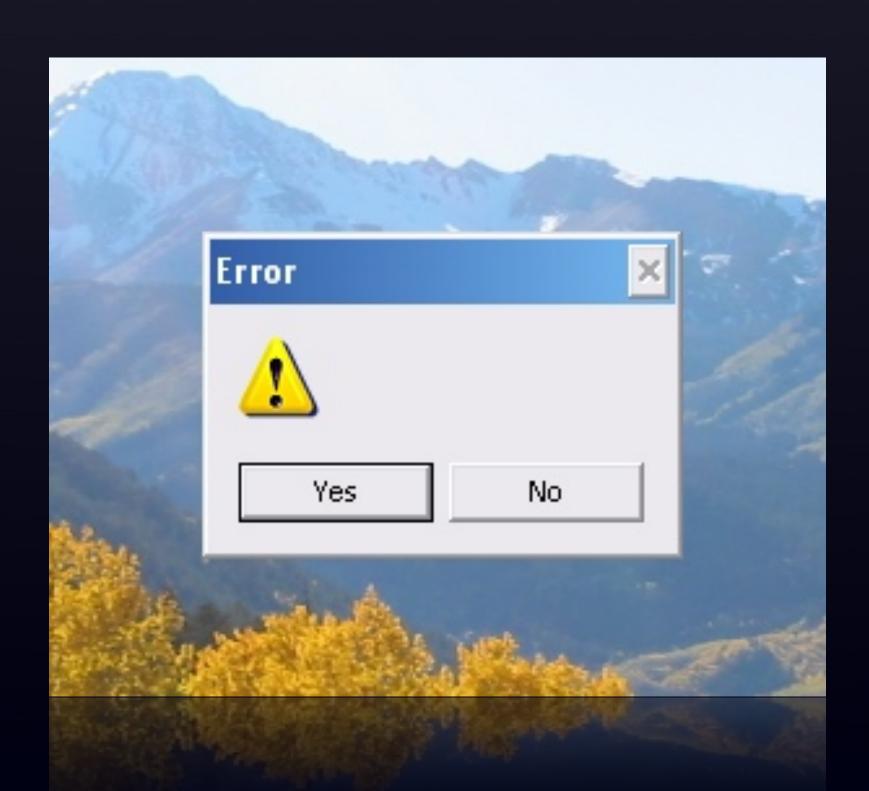
\*\*\* STOP: 0x000000D1 (0x0000000C,0x00000002,0x000000000,0xF86B5A89)

\*\*\* gv3.sys - Address F86B5A89 base at F86B5000, DateStamp 3dd991eb

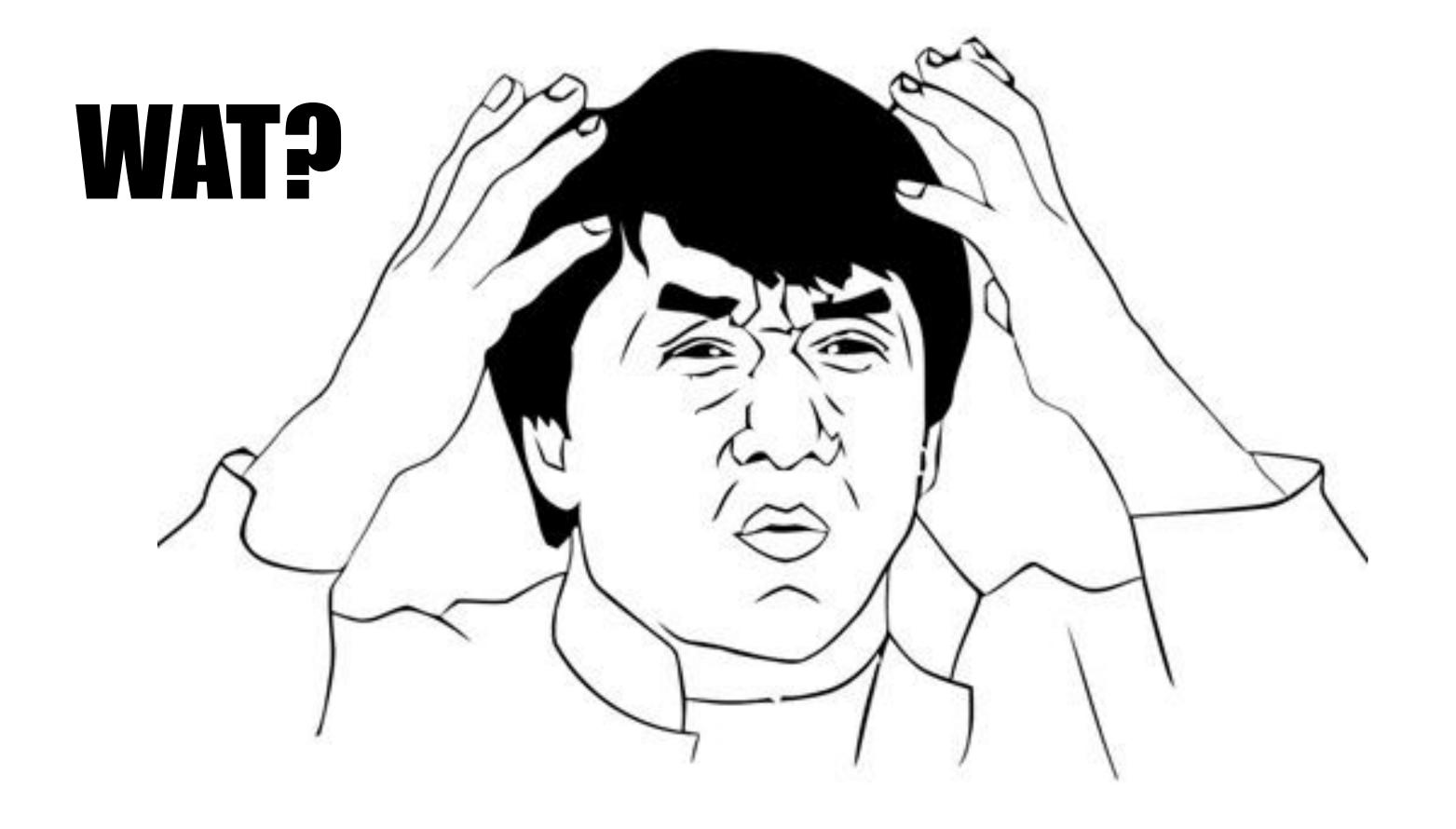
Beginning dump of physical memory
Physical memory dump complete.
Contact your system administrator or technical support group for further assistance.

```
title=" 12 inch Hunny's Bunny Plush from Ouran High
;osCsid=e5aa6719f4a969be09de815a0a84de4a"><img alt="12 in
n Naruto " width="130" /></a> <a href=
;osCsid=e5aa6719f4a969be09de815a0a84de4a"><img alt="12 in
lush from FFXI " width="150" /></a> <a href:
; osCsid=e5aad Macromedia Dreamweaver
                                            mg alt="12 in
n Naruto " wi
;osCsid=e5aa6
                                            mg alt="12 in
tle=" 12 inch
                                             Super Mario
                       No error occurred.
;osCsid=e5aa6
                                            mg alt="12 in
d Power Up Pl
                                            th="78" /></a
;osCsid=e5aa6
                                            mg alt="12 in
nch Sephiroth
                                             width="90" /
                                  OK
;osCsid=e5aa6
                                            mg alt="12 in
=" 12 inch Te
                                            School Host C
osCsid=e5aa6719f4a969be09de815a0a84de4a"><img alt="12 in;
lush from Super Mario Bros " width="147" /></a> <a href=
;osCsid=e5aa6719f4a969be09de815a0a84de4a"><img alt="14 in
a Plush from tsubasa Chronicle " width="152" /></a> <a hr
```

### ?!!!!?!one!!!one!!?



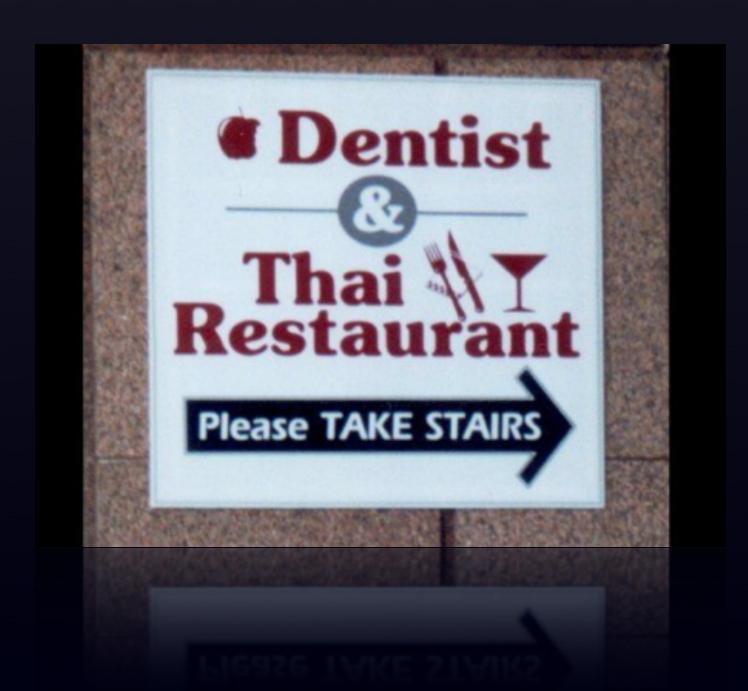


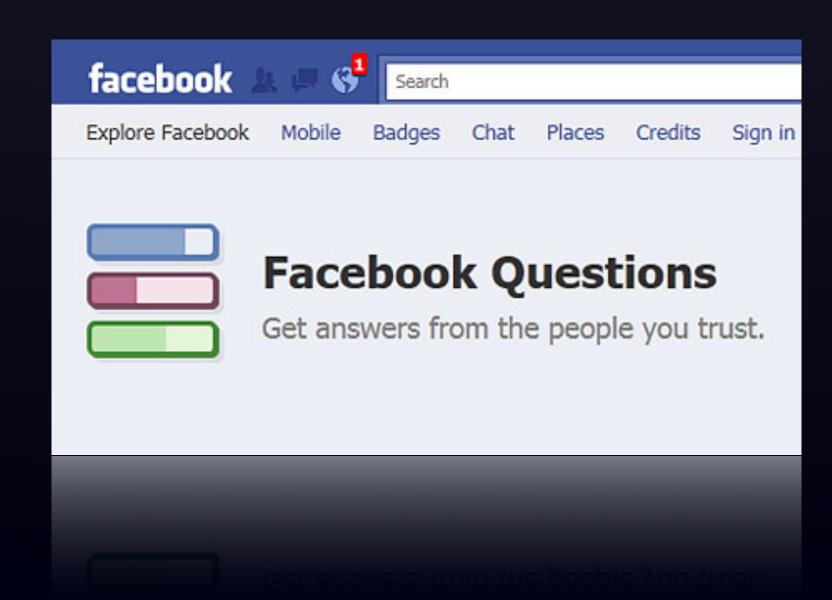


# design

(not aesthetics!)

# ... is also *not* stuffing your app with unnecessary functionality





design tells us what we should build. engineering involves actually building it.

## user centered design

(what are my user's goals?)

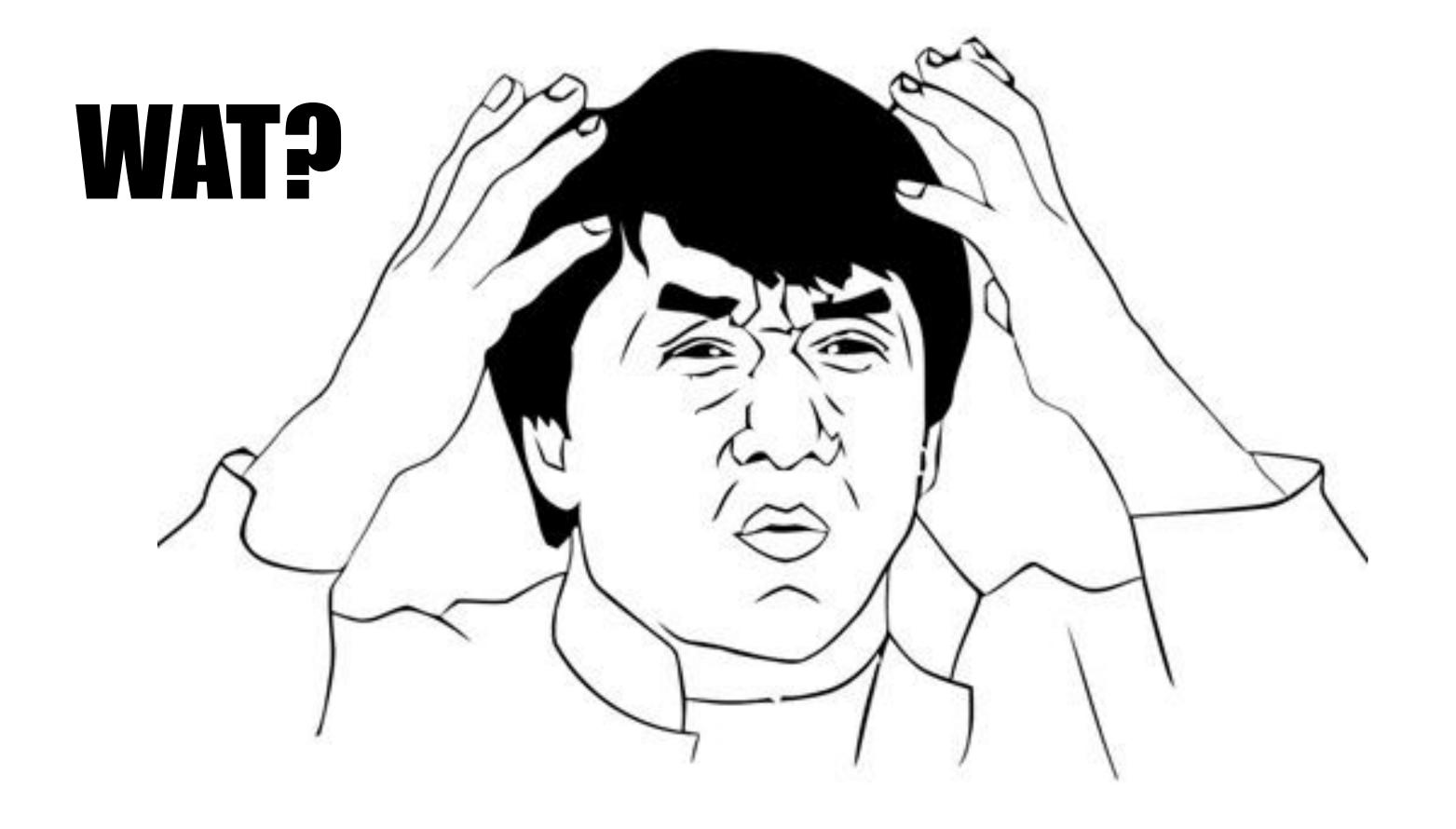
efficient intuitive accessible

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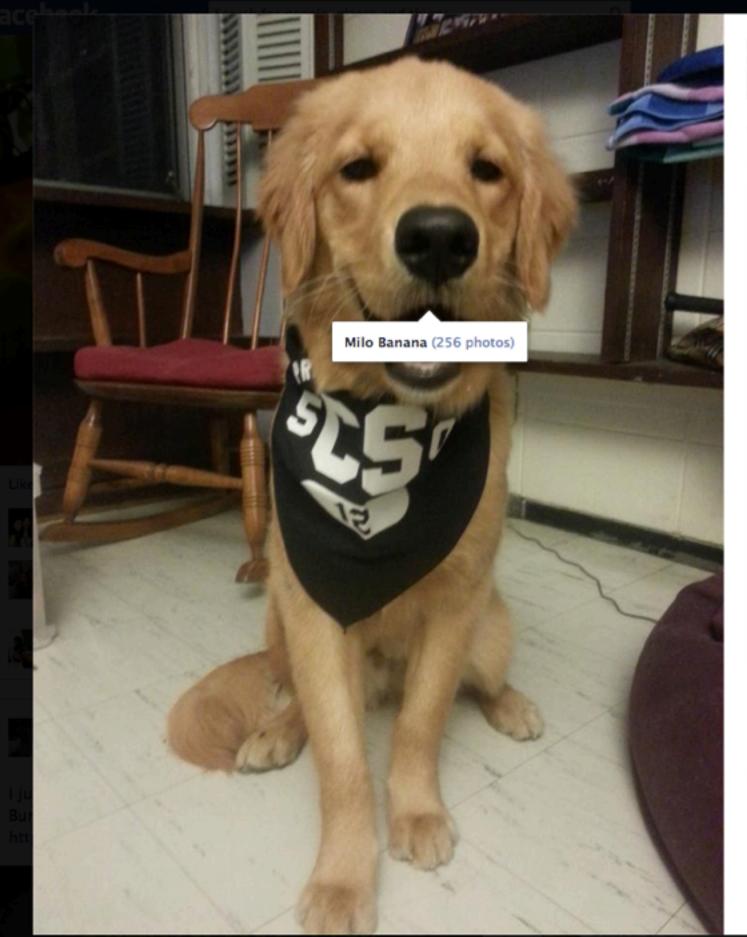


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Milo Banana October 16 @

With David J. Malan.

Unlike - Comment - Share







Joseph Ong OMG THIS IS THE BEST THING

October 16 at 8:21pm - Like



Lauren Carvalho Milo should be in the CS50 fashion show!

October 16 at 8:25pm - Unlike - 🖒 1



Anna Patel SO CUUUTE.

October 16 at 8:51pm - Like



Aaron Watanabe This is CS50 dog.

October 16 at 9:45pm - Like - 🖒 2



Mick Malowany STOP! This is my new new favourite thing.

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Divya Justin The cutest thing ever! ^ ^ October 17 at 9:30am · Like · i 1



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Great seats available for THIS SATURDAY at Hanover Theatre in Worcester.



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🗓 David J. Malan









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David likes CS P Like - Comment

Today



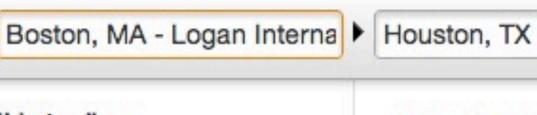
stop ignoring me!!!! (!!)











11/20/2012



11/27/2012



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American Airlines

BOS 5:45a ► IAH 3:20p 10h 35m IAH 6:30p ► BOS 1:10a

5h 40m 1 stop (ORD)

Economy

1 stop (DFW)





AA.com \$333

Times

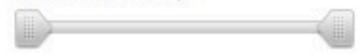
Take-off - Departure

Tue 5:00a - 7:30p



Take-off - Return

Tue 12:30a - 9:30p



\$333 American Airlines

BOS IAH 5:45p ►

IAH 5:45a

BOS

3:20p 10h 35m 12:30a

5h 45m 1 stop (DFW)

American Eagle Airlines operates flight 3717.

Economy

1 stop (DFW)





AA.com \$333

### http://www.useit.com/papers/heuristic/heuristic list.html

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Search

### **Ten Usability Heuristics**

by Jakob Nielsen 🖂 💟 🚮 🚮 💒







These are ten general principles for user interface design. They are called "heuristics" because they are more in the nature of rules of thumb than specific usability guidelines.

### Visibility of system status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

### Match between system and the real world

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

### User control and freedom

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

### Consistency and standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

### Error prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

### Recognition rather than recall

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.

### Flexibility and efficiency of use

Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

### Aesthetic and minimalist design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

### Help users recognize, diagnose, and recover from errors

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

### Help and documentation

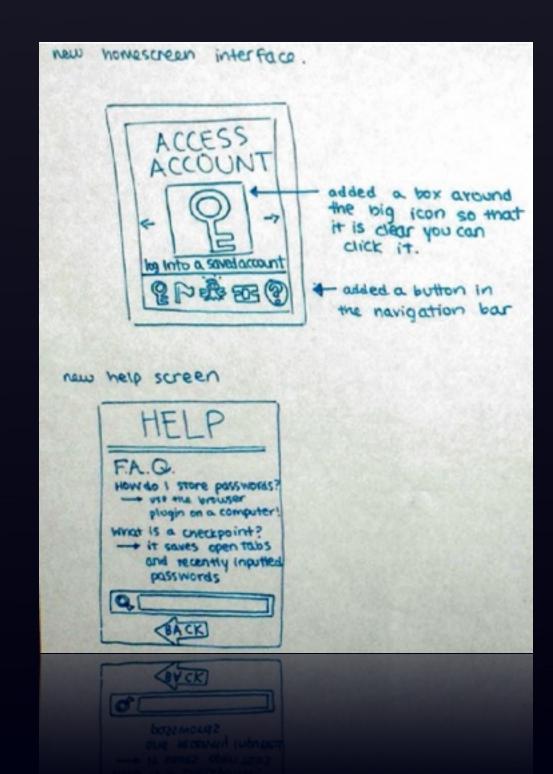
Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

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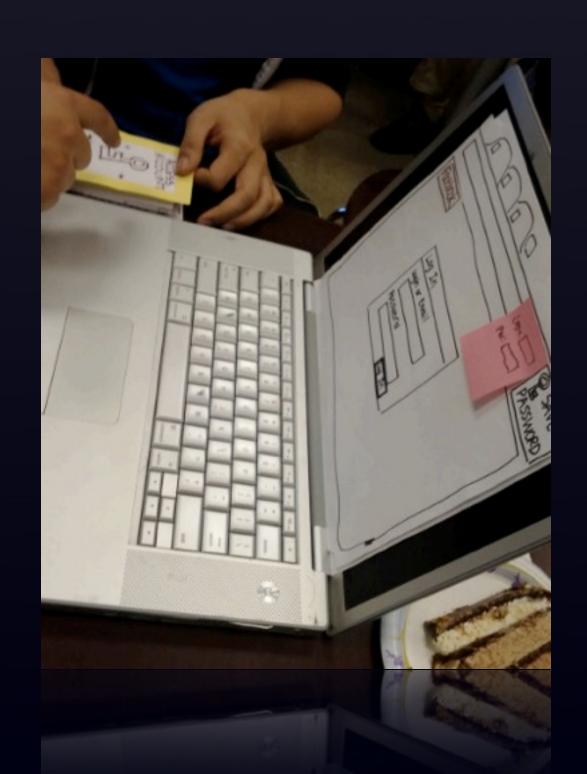
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so, for your projects ...

### paper prototyping



### focus groups for testing





# now what?

(develop, test, iterate, develop, test, iterate ...)

### JavaScript

### Selectors

- #submit
- .centered
- form input[type=text]



### JSON

```
"course": "cs50",
"size": 100000,
"staff": [
  "david",
  "nate",
  "rob",
  "tommy"
```