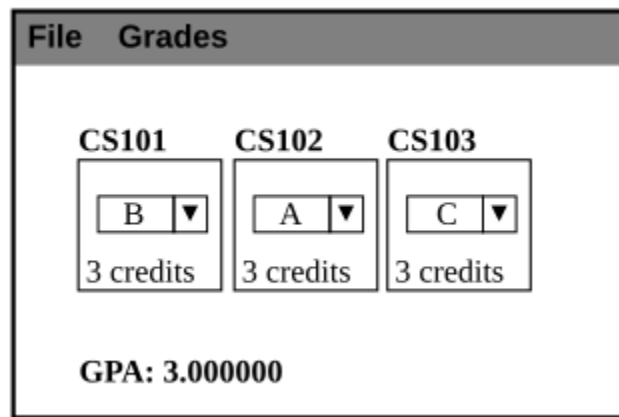


Interaction Design

Visual Appearance

The graphical user interface for the product must look something like the following (when there are three GradeEntryPanel objects):



Menus

- M1. The **File** menu must contain a **Quit** item.
- M2. The **Grades** menu must contain a **Reset** item.
- M3. The user must be able to activate the **Quit** and **Reset** items using accelerator keys ([Ctrl]+Q and [Ctrl]+R, respectively) if supported by the operating system.
- M4. The user must be able to activate the **Quit** and **Reset** items using mnemonics ([Alt]+Q and [Alt]+R, respectively) if supported by the operating system.

Drop-Downs

- D1. The user must be able to choose any valid grade.
- D2. The user must be able to choose "N/A".
- D3. The user **must not** be able to enter any other grades.