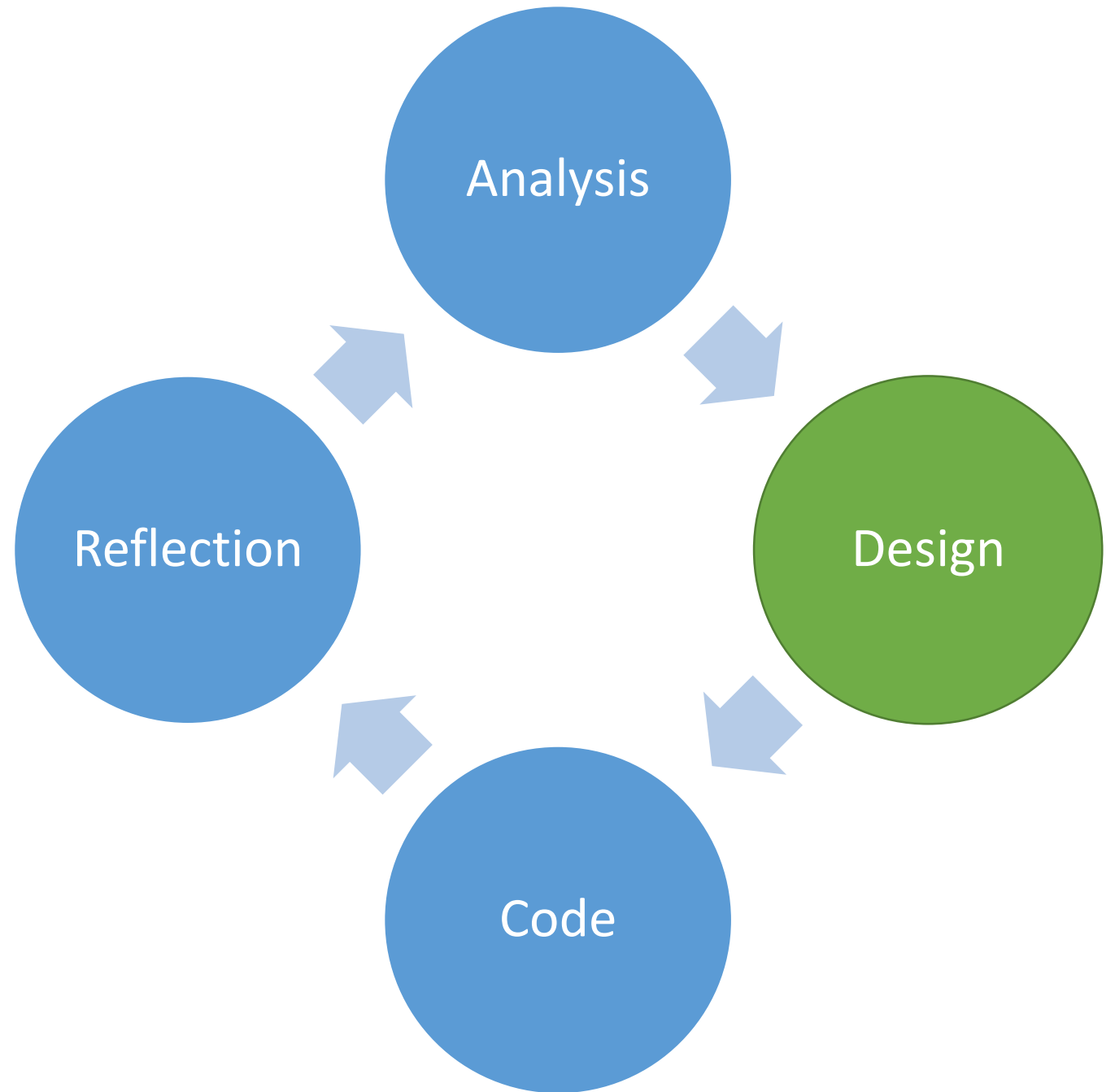


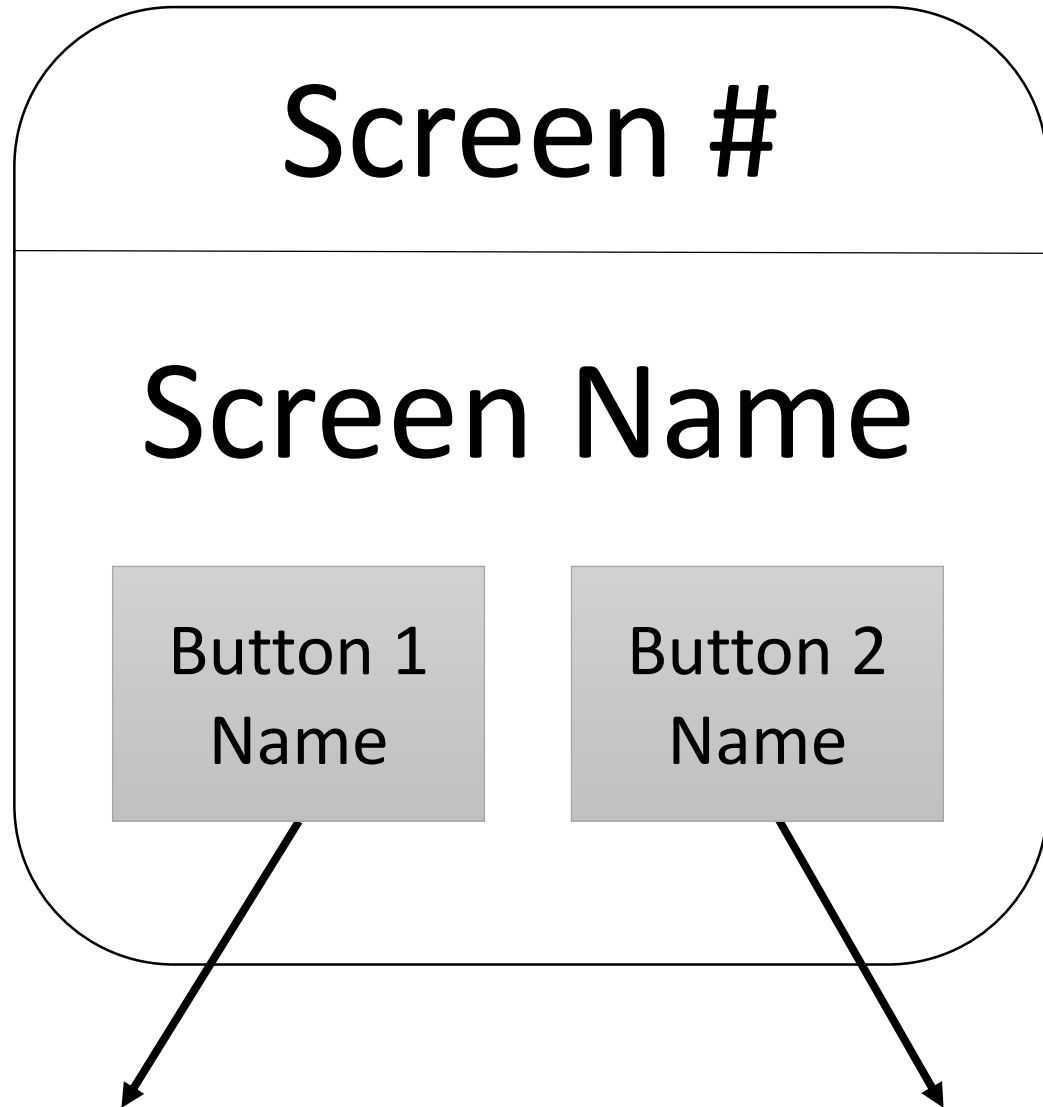
# Screen Flow Diagrams

Examples



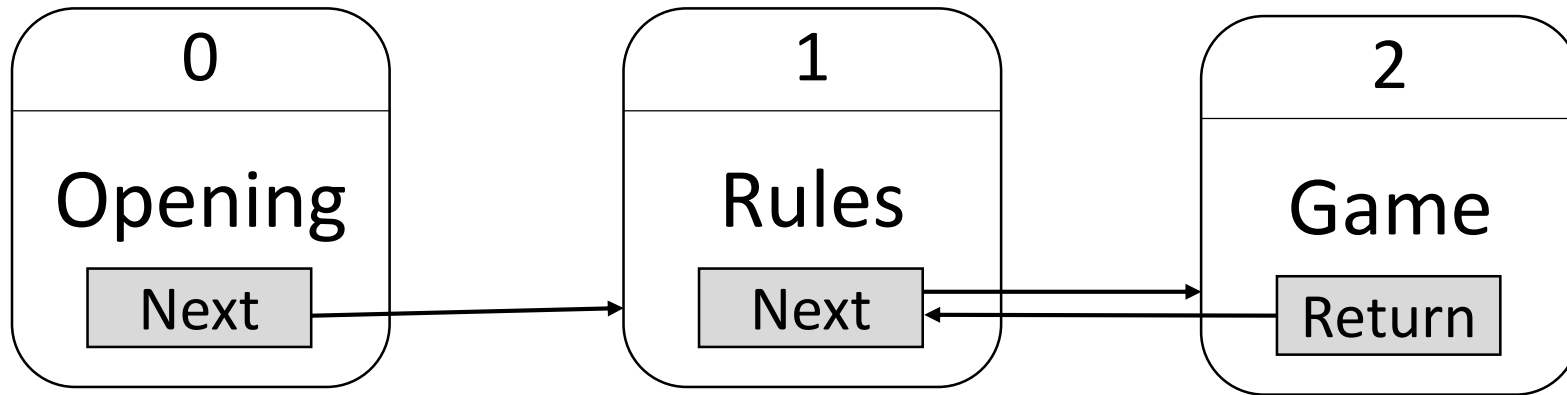
These diagrams are used to help layout the GUI screens during the Design phase of the PDLC.



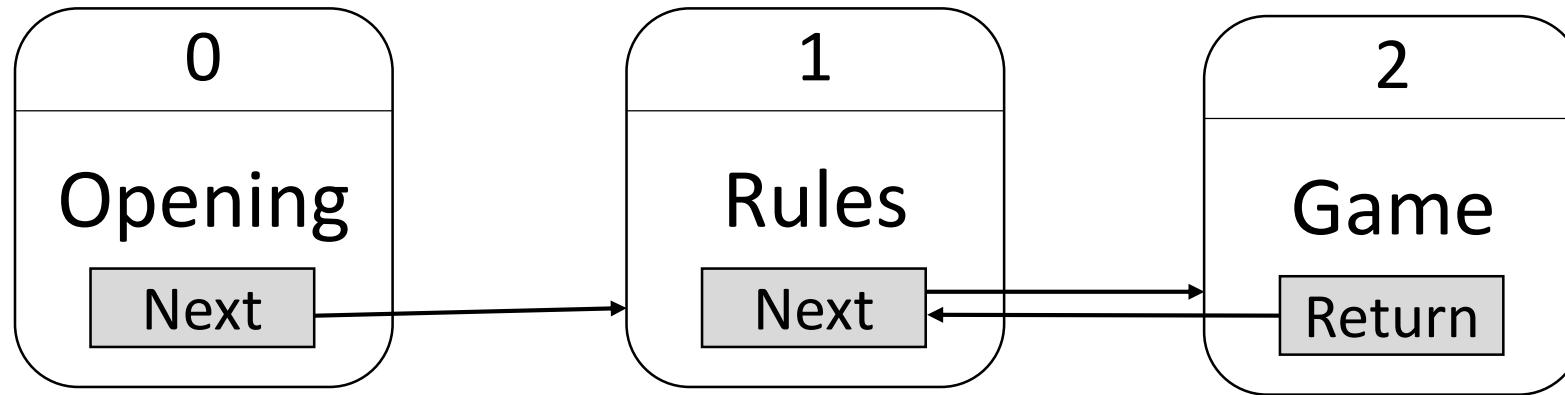


Each screen is reduced to its name and arrows connecting it to another screen.

# Screening Numbering Rules

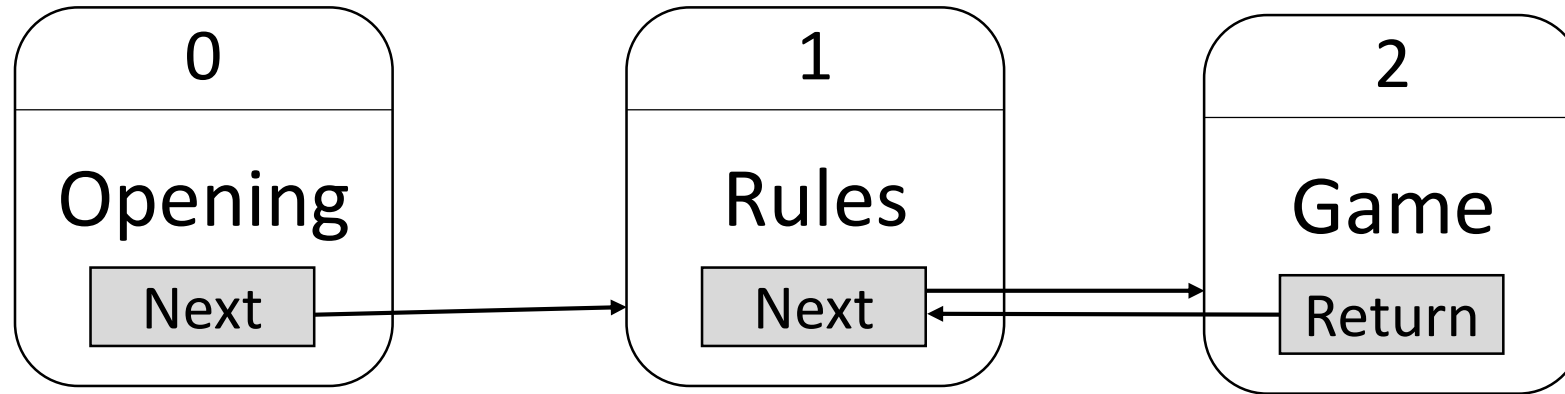


# Screening Numbering Rules



The screen that appears first is labelled 0.

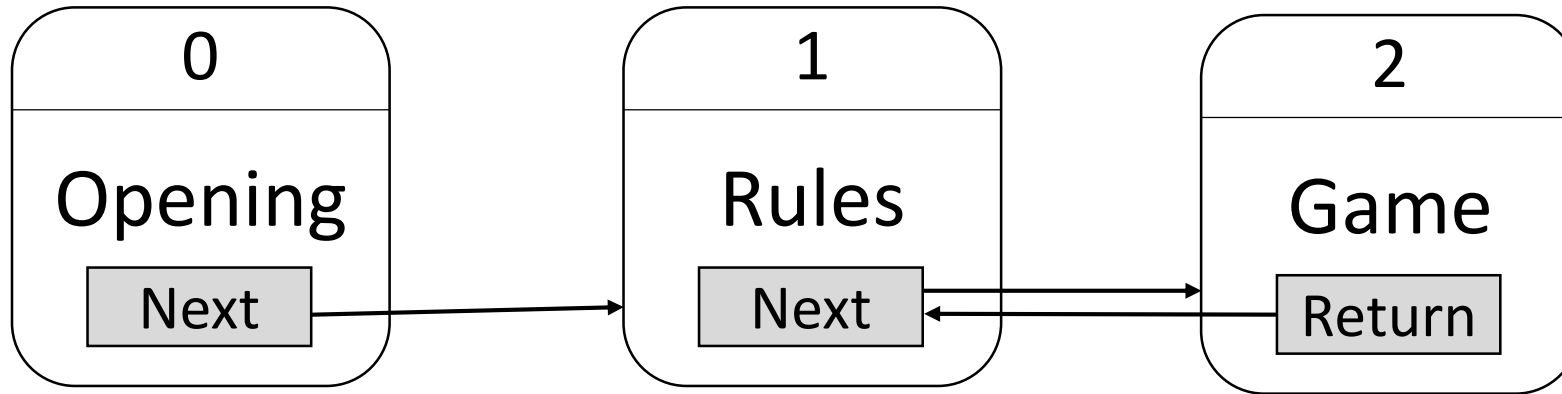
# Screening Numbering Rules



The screen that appears first is labelled 0.

The other numbers are unique

# Screening Numbering Rules

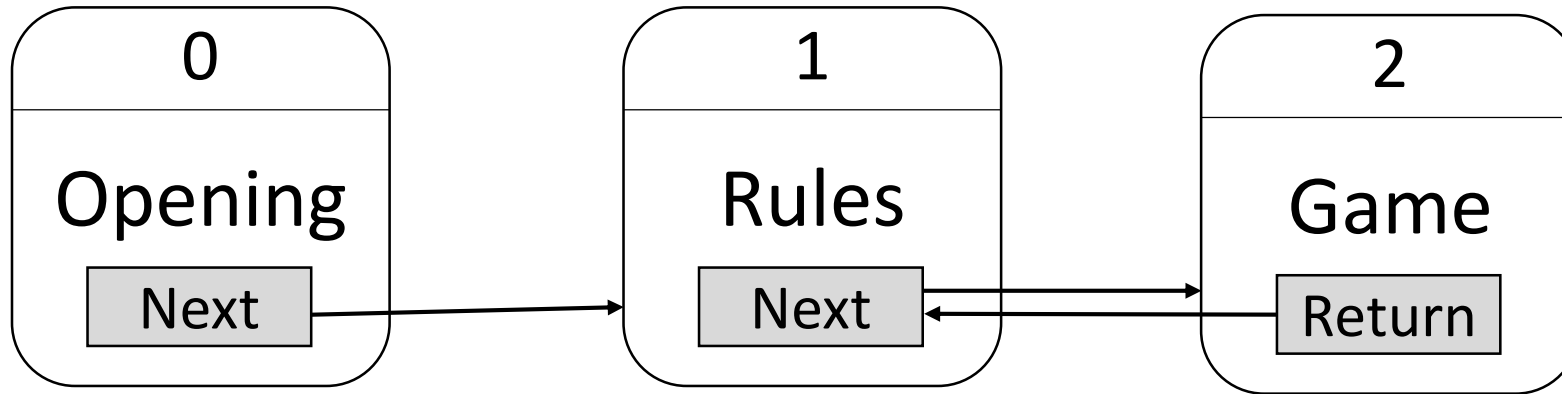


The screen that appears first is labelled 0.

The other numbers are unique

Order is NOT implied in by the numbers.

# Screening Numbering Rules



The screen that appears first is labelled 0.

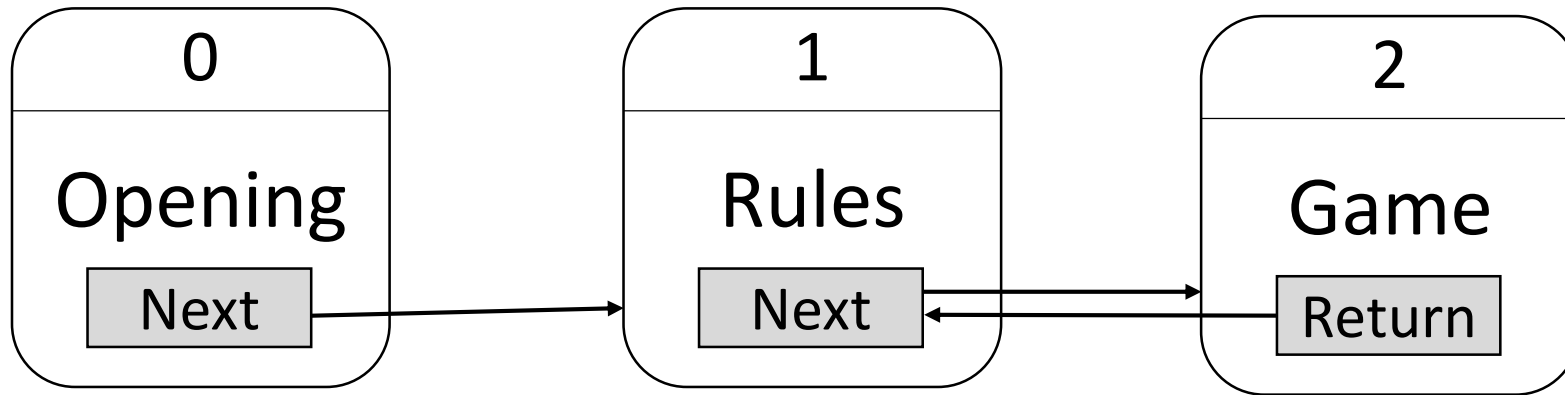
The other numbers are unique

Order is NOT implied in by the numbers.

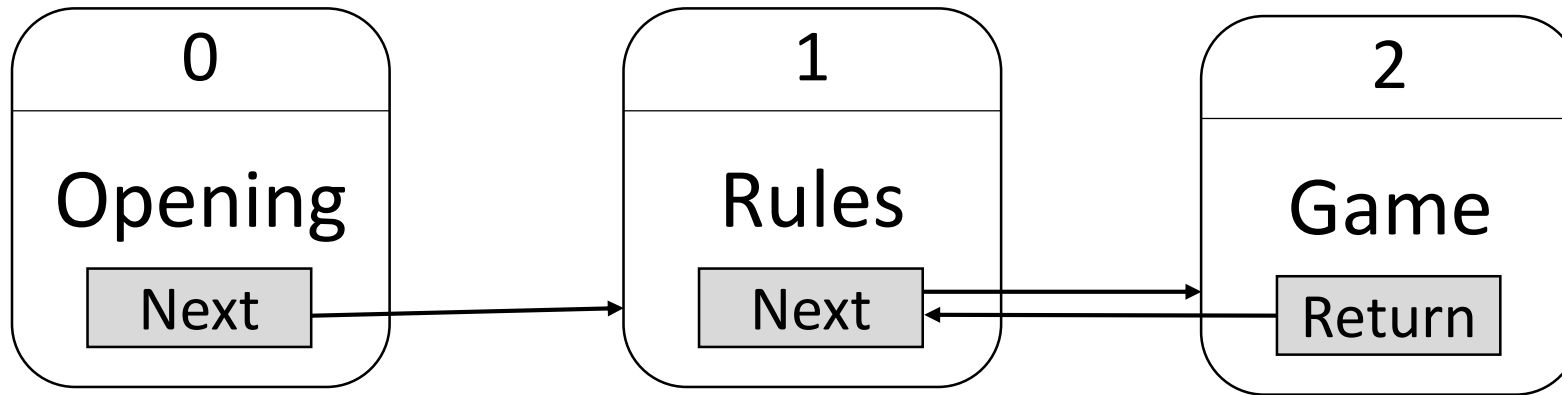
Other than for screen 0.



# Naming Rules

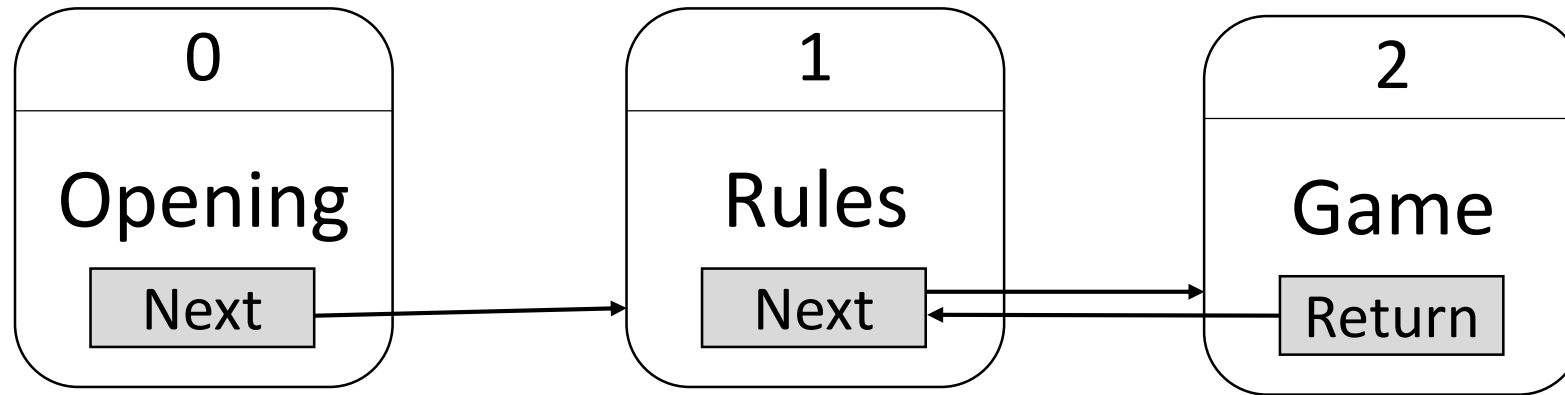


## Naming Rules



Each screen is named to summarize the content

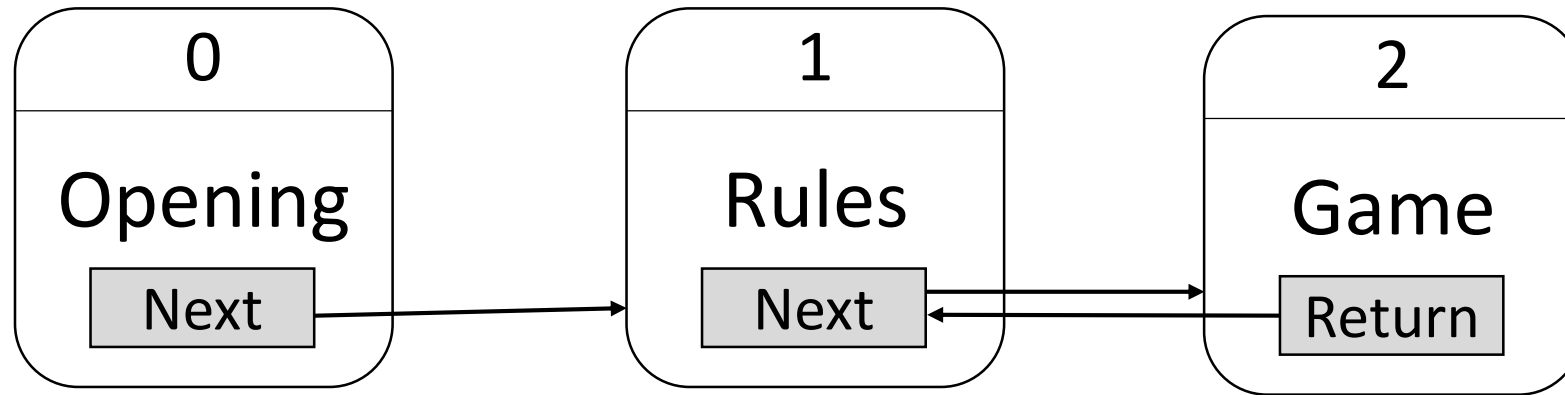
## Naming Rules



Each screen is named to summarize the content

The names are unique – otherwise, maybe you don't need the screen?

# Naming Rules

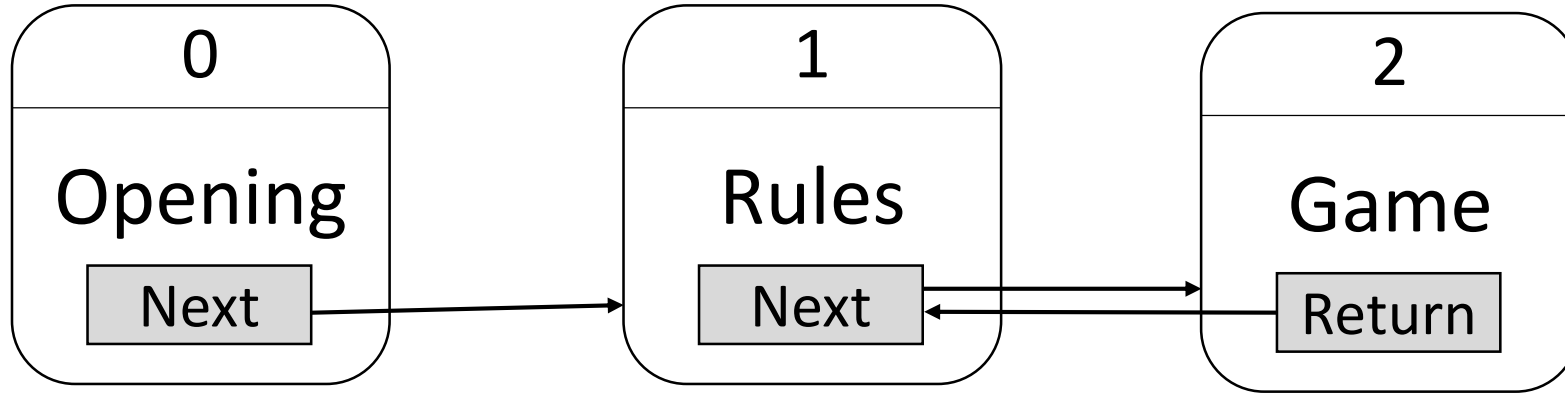


Each screen is named to summarize the content

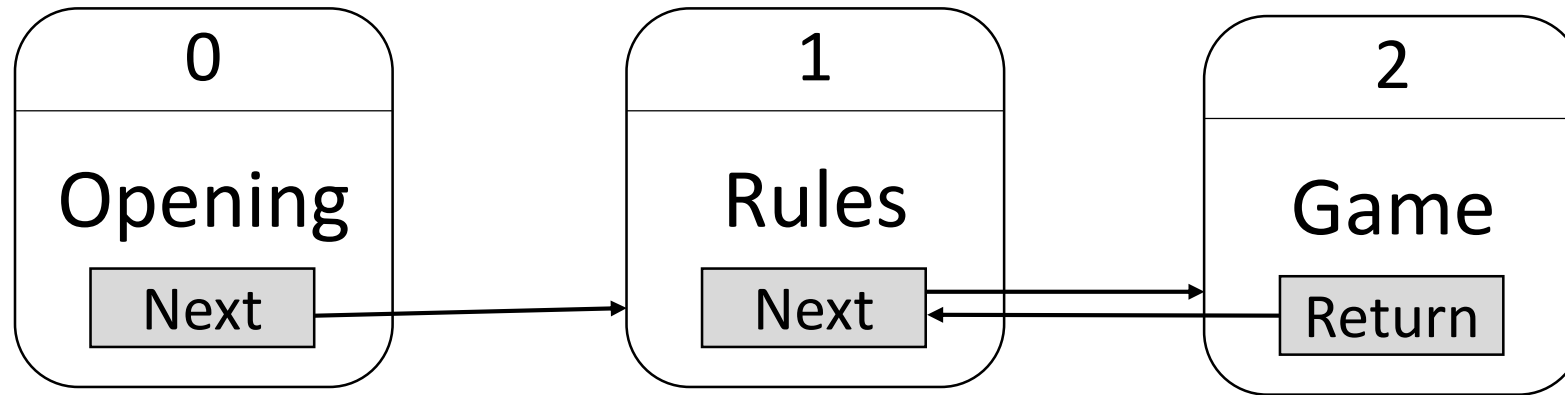
The names are unique – otherwise, maybe you don't need the screen?

The names are short, detail isn't important.

# Arrow Rules

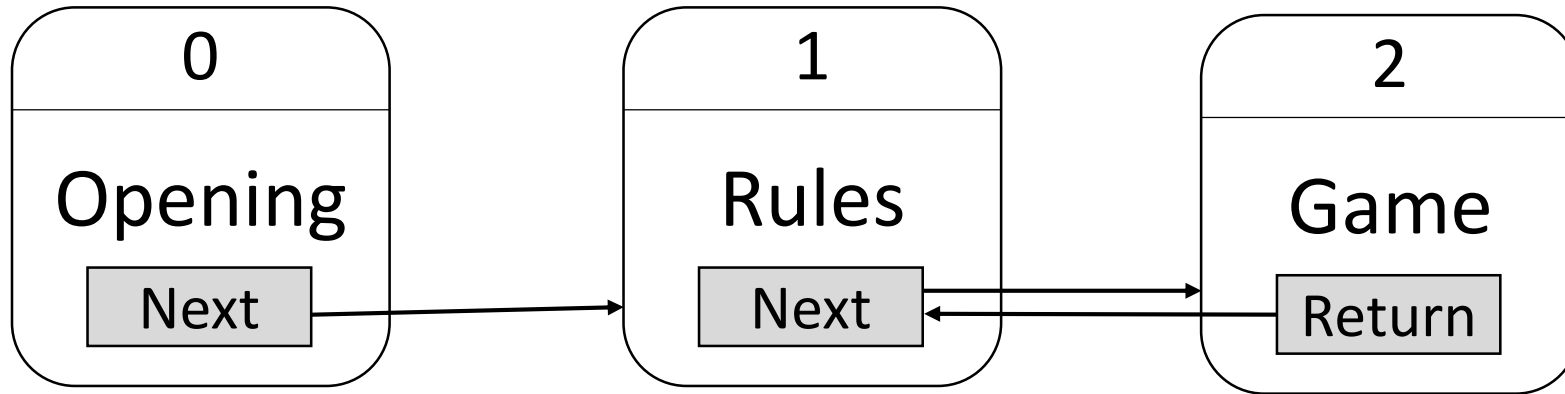


## Arrow Rules



Screen 0  
often has no  
incoming  
arrow

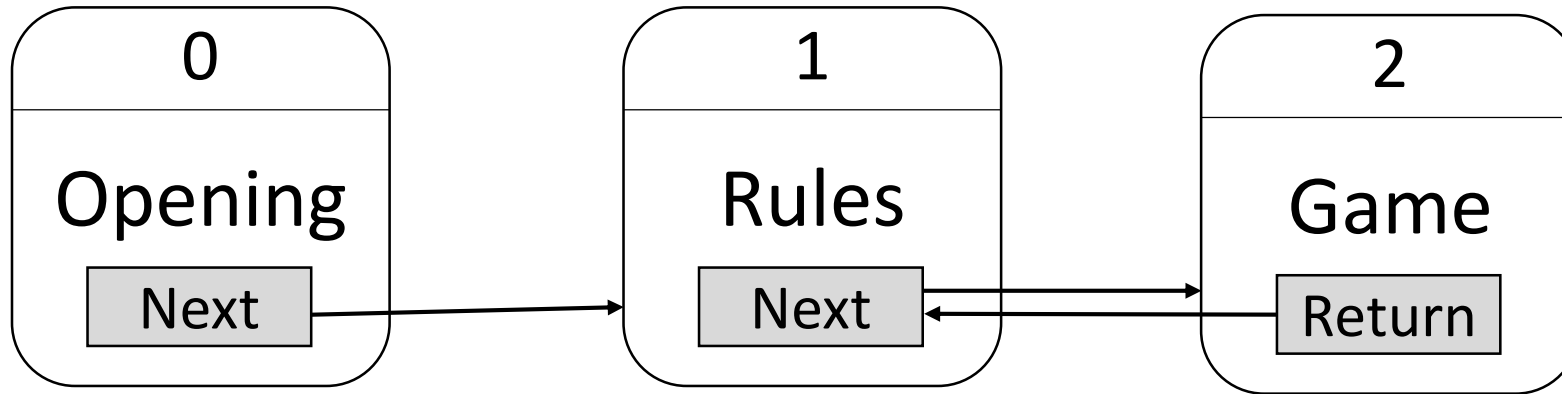
## Arrow Rules



Screen 0  
often has no  
incoming  
arrow

Arrows  
can start  
at buttons

# Arrow Rules



Screen 0 often has no incoming arrow

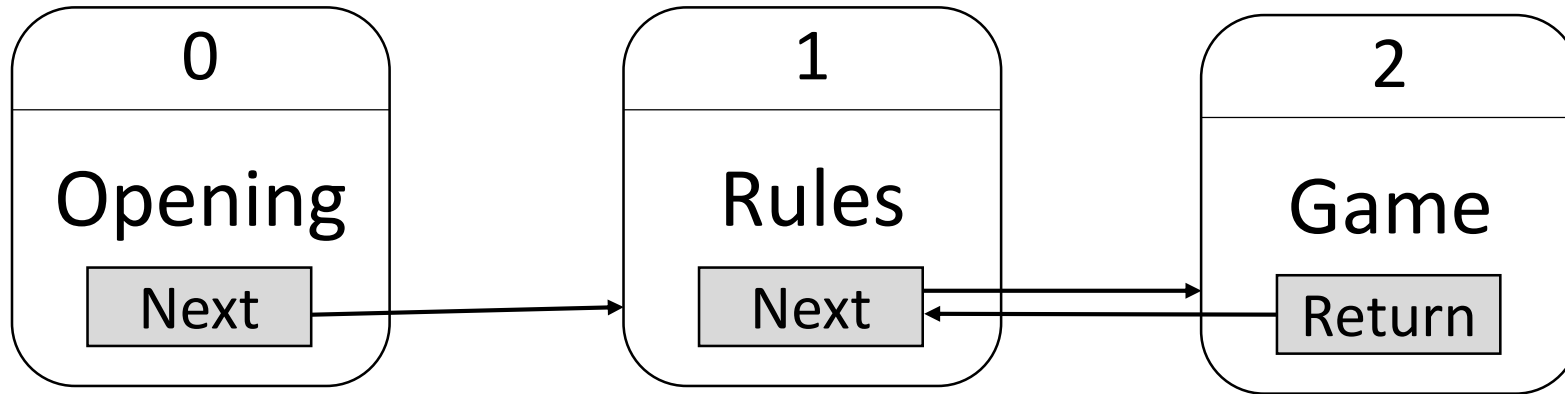
Arrows can start at buttons

But they don't have to start at buttons.

An event (like winning) might spark a screen change



# Arrow Rules



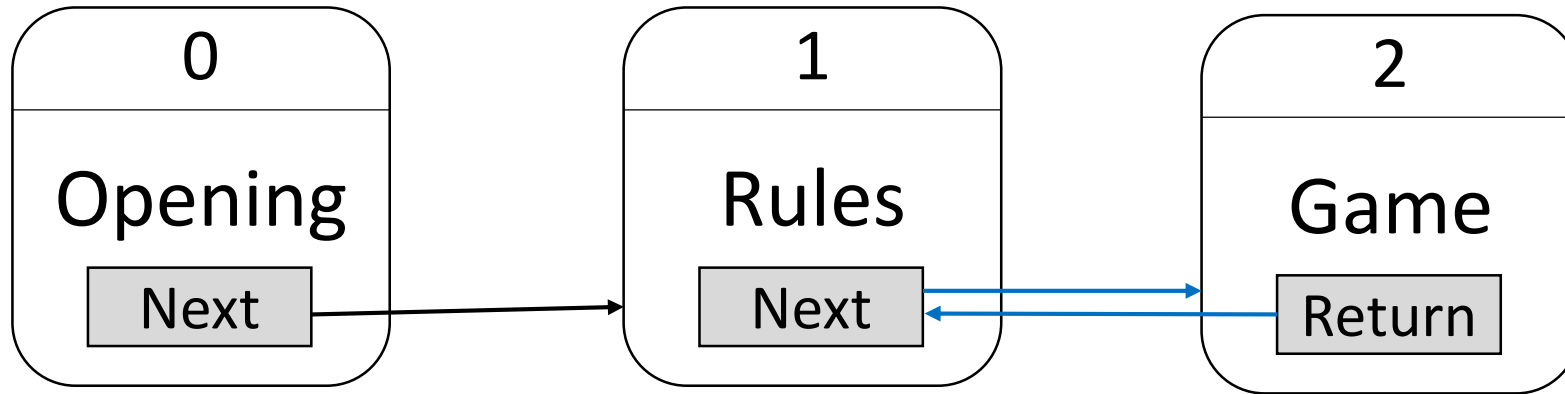
Screen 0 often has no incoming arrow

Arrows can start at buttons

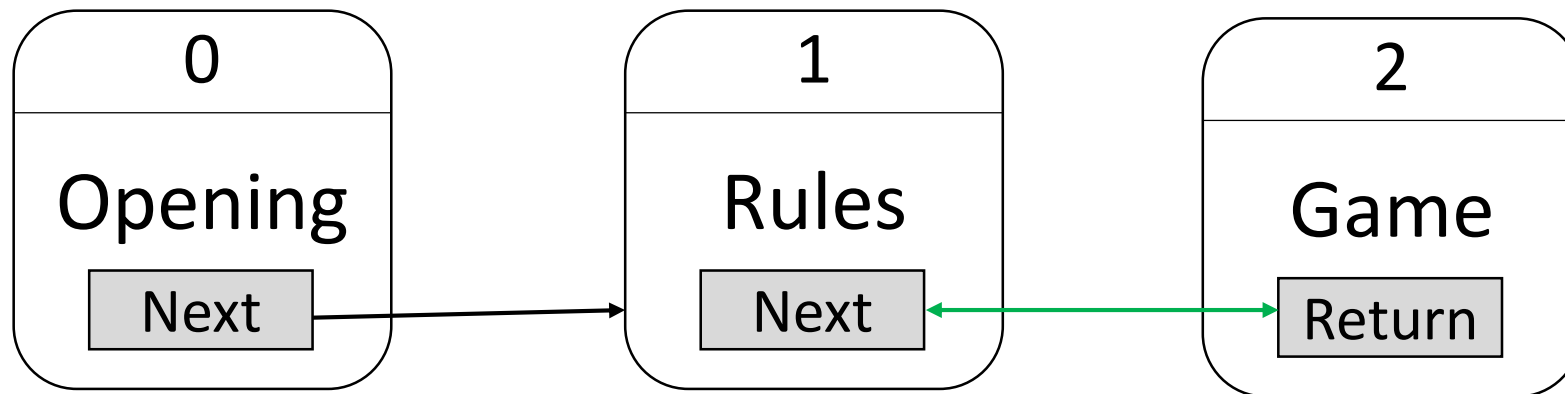
But they don't have to start at buttons.

An event (like winning) might spark a screen change

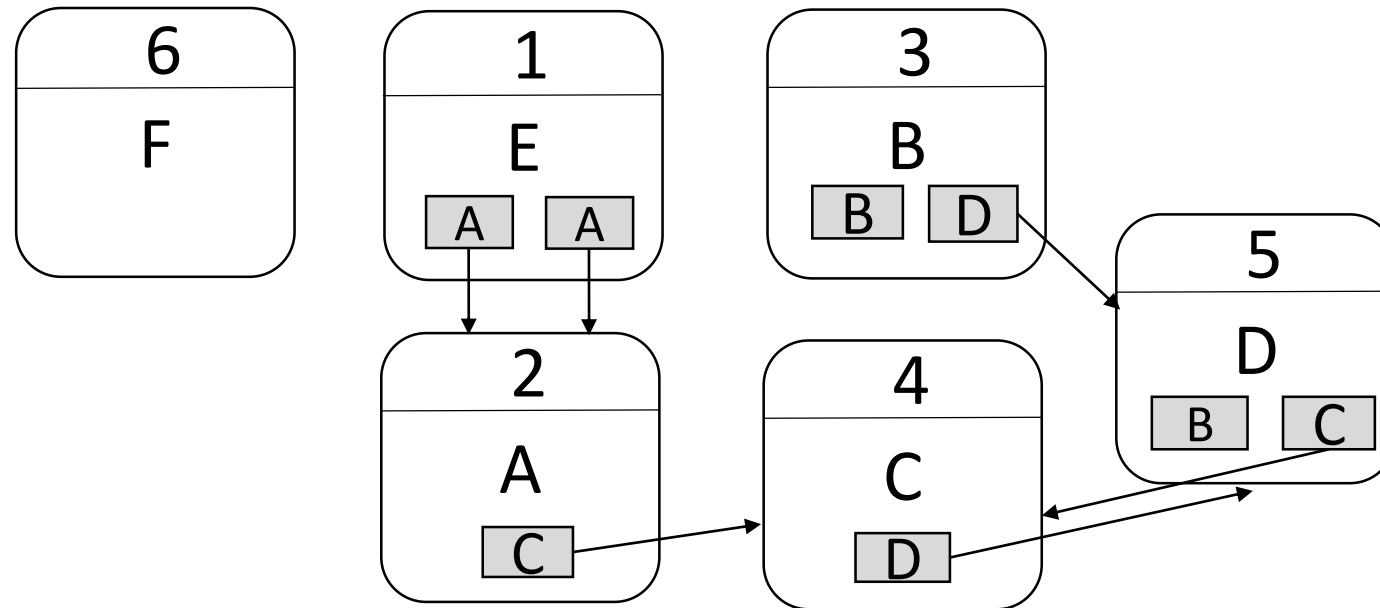
Direction of flow is important.



Both sets of arrows are fine.



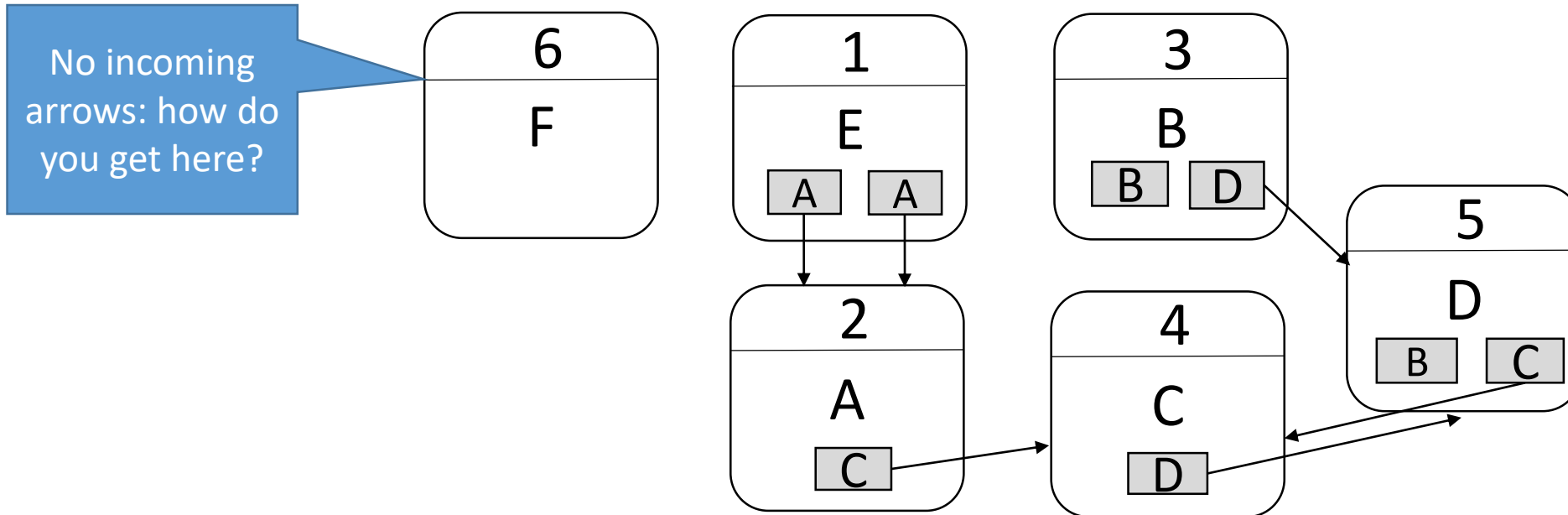
Circle and correct 5 errors in this screen flow diagram.



Errors

Style

Circle and correct 5 errors in this screen flow diagram.



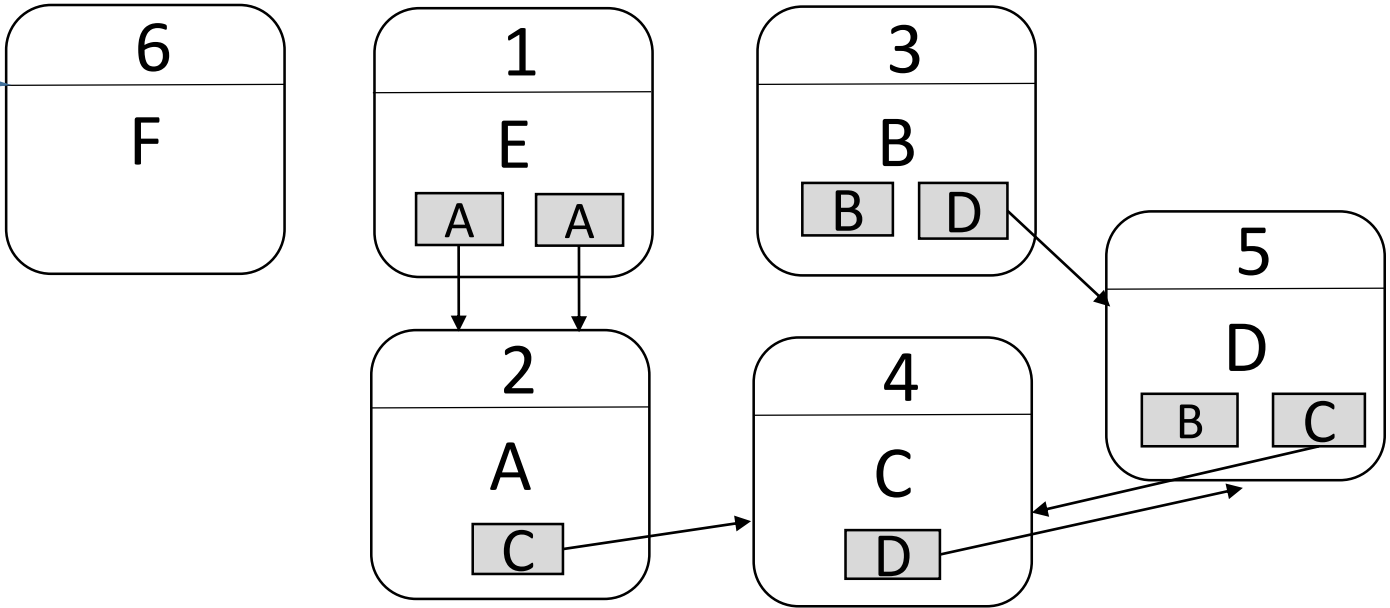
Errors

Style

Circle and correct 5 errors in this screen flow diagram.

Why two identical buttons going to the same place?

No incoming arrows: how do you get here?

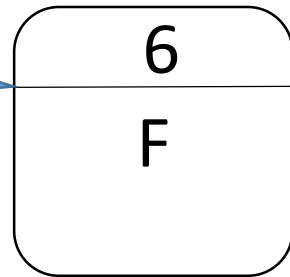


Errors

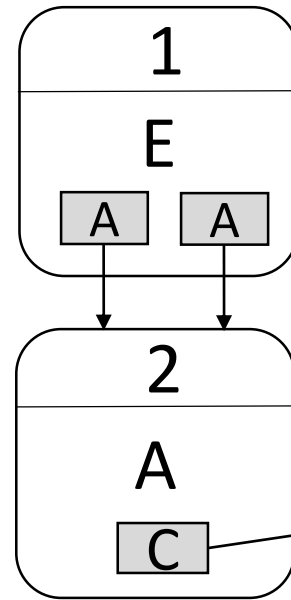
Style

Circle and correct 5 errors in this screen flow diagram.

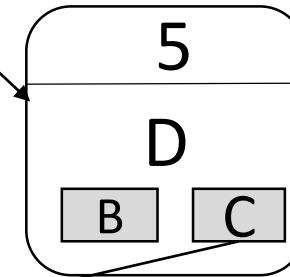
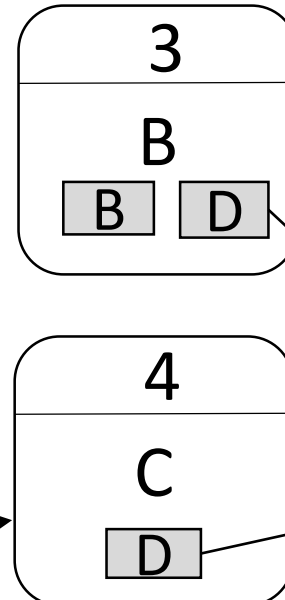
No incoming arrows: how do you get here?



Why two identical buttons going to the same place?



Why isn't the B button going anywhere?

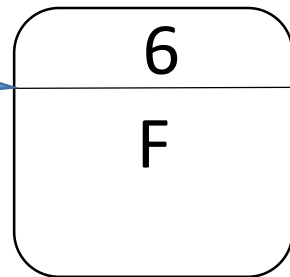


Errors

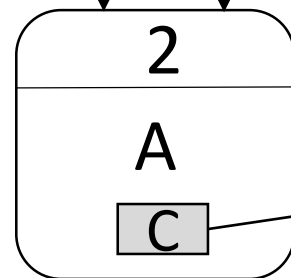
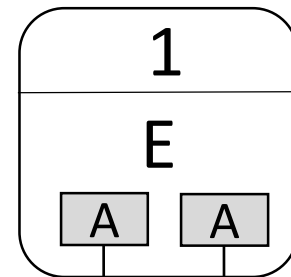
Style

Circle and correct 5 errors in this screen flow diagram.

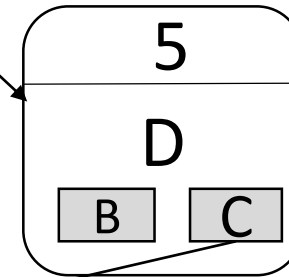
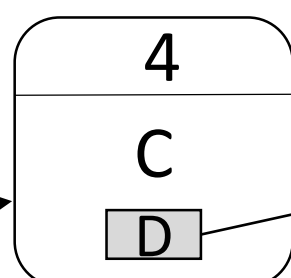
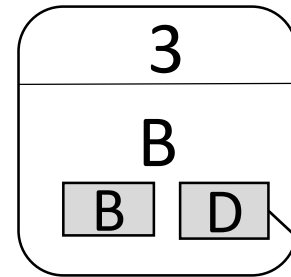
No incoming arrows: how do you get here?



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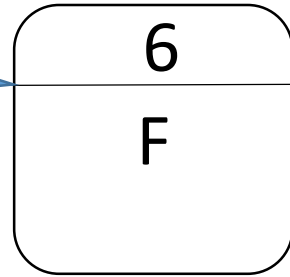
Why isn't the B button going anywhere?

Errors

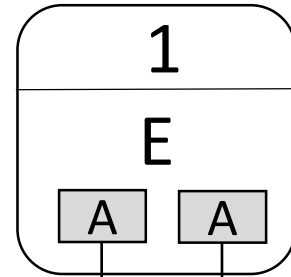
Style

Circle and correct 5 errors in this screen flow diagram.

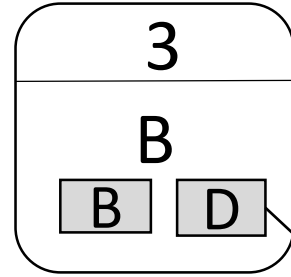
No incoming arrows: how do you get here?



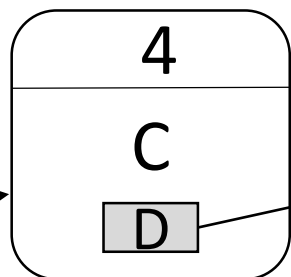
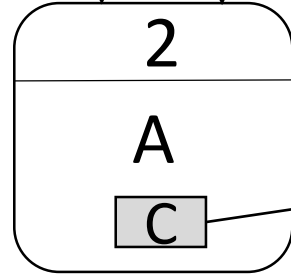
Why two identical buttons going to the same place?



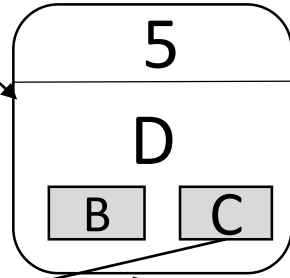
Why isn't the B button going anywhere?



Where is screen 0?



Why isn't the B button going anywhere?



- Errors
- Style



Circle and correct 5 errors in this screen flow diagram.

No incoming arrows: how do you get here?

No outgoing arrows: Might be the end screen.

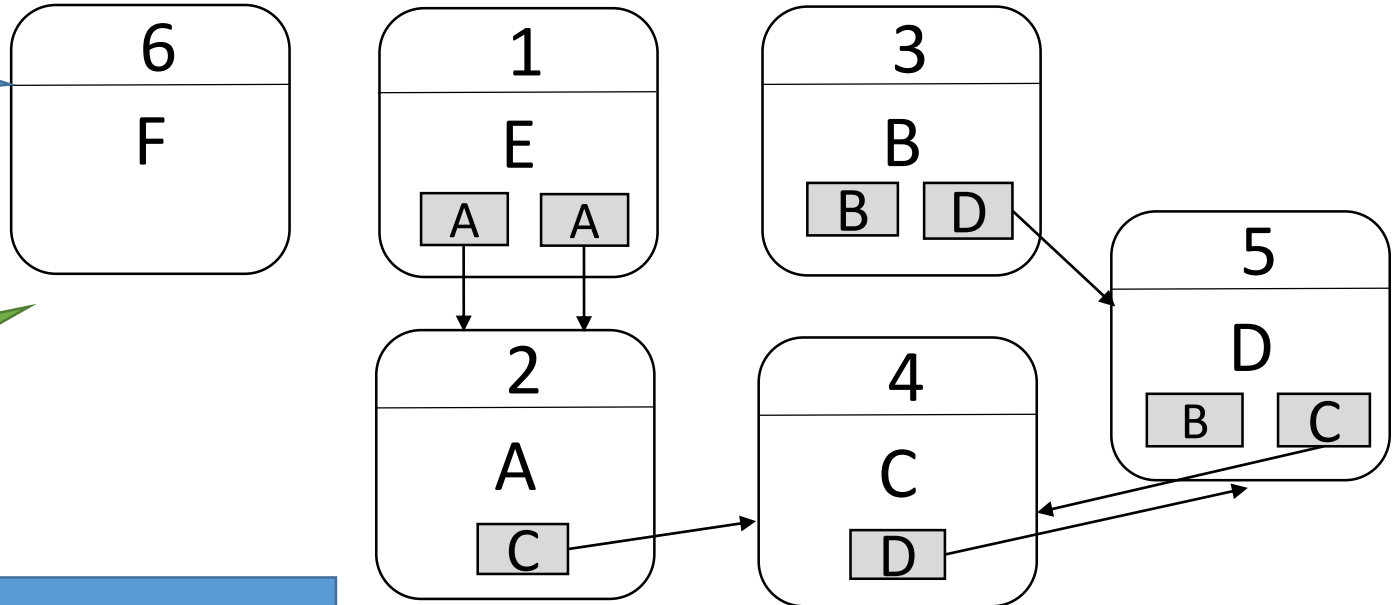
Where is screen 0?

Why two identical buttons going to the same place?

Why isn't the B button going anywhere?

Why isn't the B button going anywhere?

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- Style



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Where is screen 0?

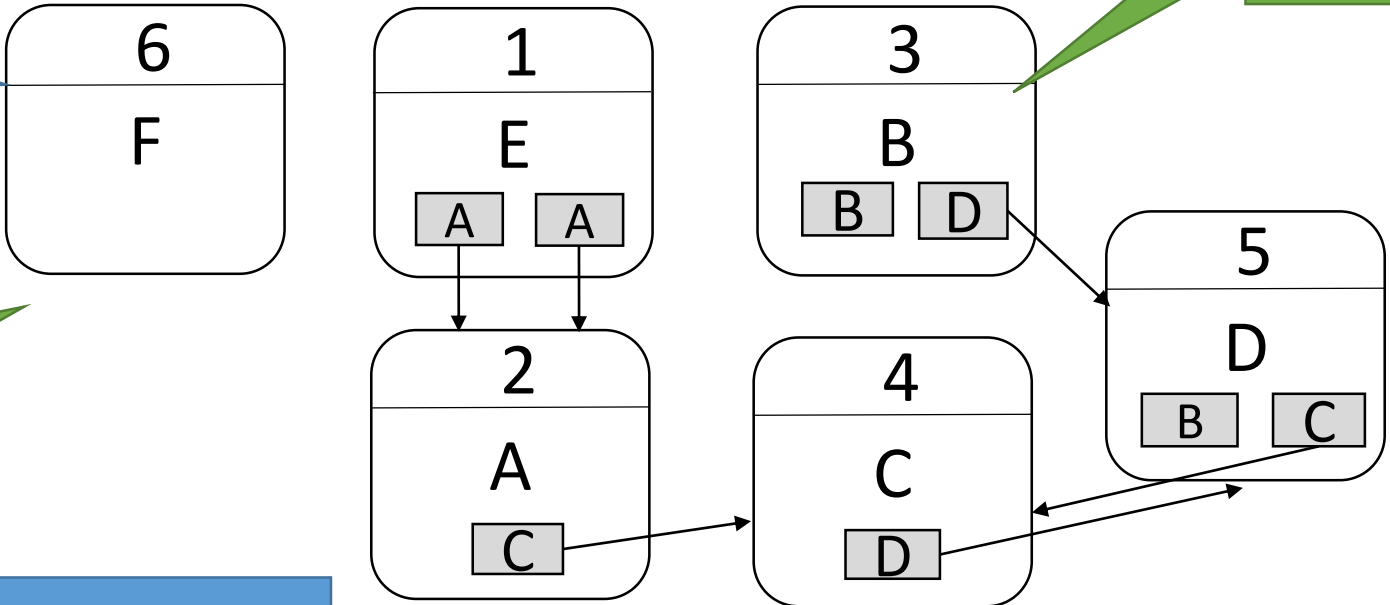
Why two identical buttons going to the same place?

Why isn't the B button going anywhere?

It's confusing to name both a button and a screen the same - B

Why isn't the B button going anywhere?

- Errors
- Style



# Circle and correct 5 errors in this screen flow diagram.

No incoming arrows: how do you get here?

No outgoing arrows: Might be the end screen.

Where is screen 0?

Why two identical buttons going to the same place?

Why isn't the B button going anywhere?

It's confusing to name both a button and a screen the same - B

Why isn't the B button going anywhere?

Could be done with one arrow, not necessary.

- Errors
- Style

