

## Lesson 1: iOS Human Interface Guidelines, Part 1

### Key Terms and Definitions

Term	Definition
<b>Tap</b>	Uses a finger to make a selection in a touch interface.
<b>Drag</b>	Holding down a finger and moving an element within a touch interface.
<b>Flick</b>	A quick motion used to scroll or pan on a touch interface.
<b>Swipe</b>	A user's touch moving in a linear direction.
<b>Retina Display</b>	Screens that have a higher pixel density.
<b>Metaphors</b>	Use graphical images and gestures to create metaphors to make the app more intuitive for the user.
<b>Application Definition Statement</b>	Used to keep the design focused by identifying the app's purpose, identifying the audience, and listing the app's features.
<b>Universal App</b>	An app that is optimized to run on all versions of the iPhone and the iPad because it can determine which device it is running on.
<b>Prototype</b>	A model of a product built to test out the design concept.
<b>Iterate</b>	Repeat a process until the goal is achieved.
<b>Top Down Scheme</b>	Locates the most important elements at the top left with less important items at the bottom.

