

Name \_\_\_\_\_ Period \_\_\_\_\_ Date \_\_\_\_\_

## Activity Guide - Screen Design



### Choose a Screen Name

Each screen needs to have a unique (within the app) and descriptive name. The screen name can only contain letters and numbers - no spaces, punctuation, or other special characters.

**Screen Name:** \_\_\_\_\_

### Setting the Namespace

A namespace is a unique string of text that you will add to all of your element IDs. This way to make sure that the elements *you* create don't conflict with those created by your teammates. As long as everyone on your team uses a different namespace, when it comes time to combine all of your screens into one app you won't have to worry about conflicting IDs

One good way to come up with a namespace is to combine the name of your screen with an underscore ( \_ ). For example, if your screen name is **account** and you have an input box for the user's first name, your ID for that input box would be **account\_firstName**.

## Tracking IDs

As you design your screen, sketch each element in the frame on the right, write its ID in the table on the left, and connect the two with a line.

[illegible]