

APPENDIX D

Figures D.1 and D.2 show representative examples of early lifecycle software designs for the Cinema Booking System produced during interactive design episodes by the interactive framework revealing what might be considered to be poor elegance and good elegance respectively.

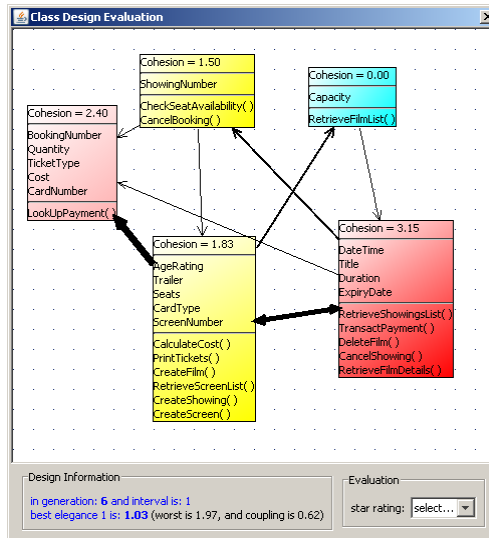


Figure D.1. Example software design for Cinema Booking System showing what might be considered to be poor elegance.

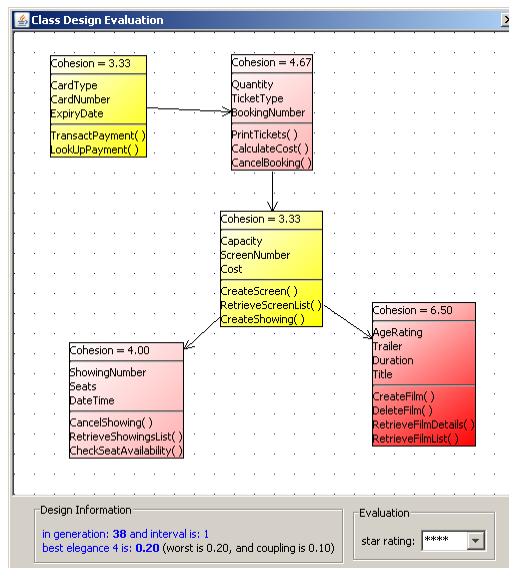


Figure D.2. Example software design for Cinema Booking System showing what might be considered to be good elegance.

Figures D.3 and D.4 show representative examples of early lifecycle software designs for the Graduate Development Program produced during interactive design episodes by the interactive framework revealing what might be considered to be poor elegance and good elegance respectively.

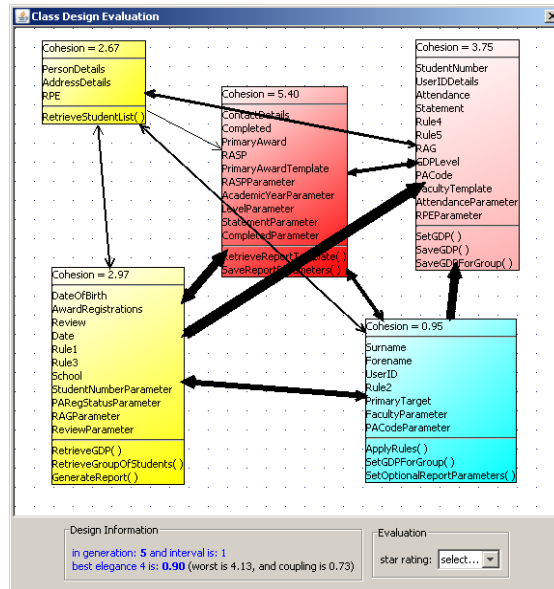


Figure D.3. Example software design for Graduate Development Program showing what might be considered to be poor elegance.

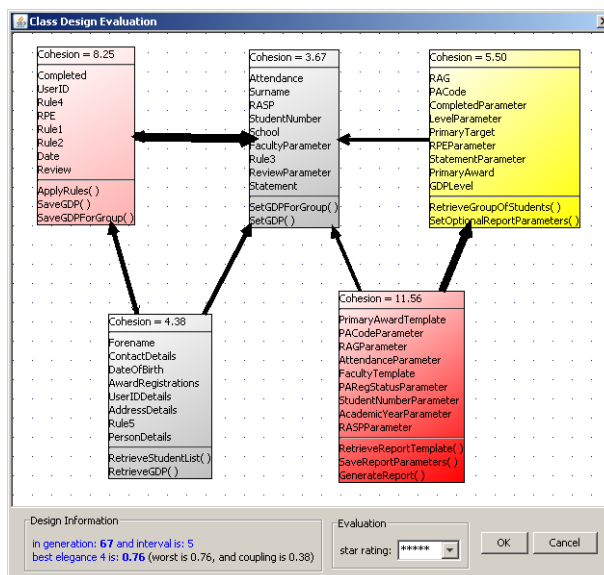


Figure D.4. Example software design for Graduate Development Program showing what might be considered to be good elegance.

Figures D.5 and D.6 show representative examples of early lifecycle software designs for Select Cruises produced during interactive design episodes by the interactive framework revealing what might be considered to be poor elegance and good elegance respectively.

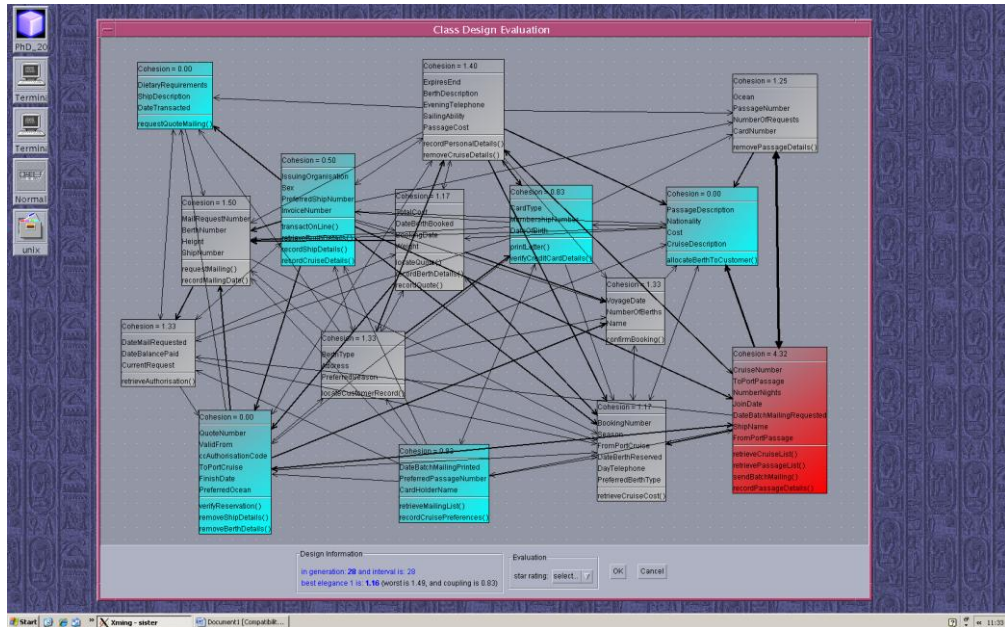


Figure D.5. Example software design for Select Cruises showing what might be considered to be poor elegance.

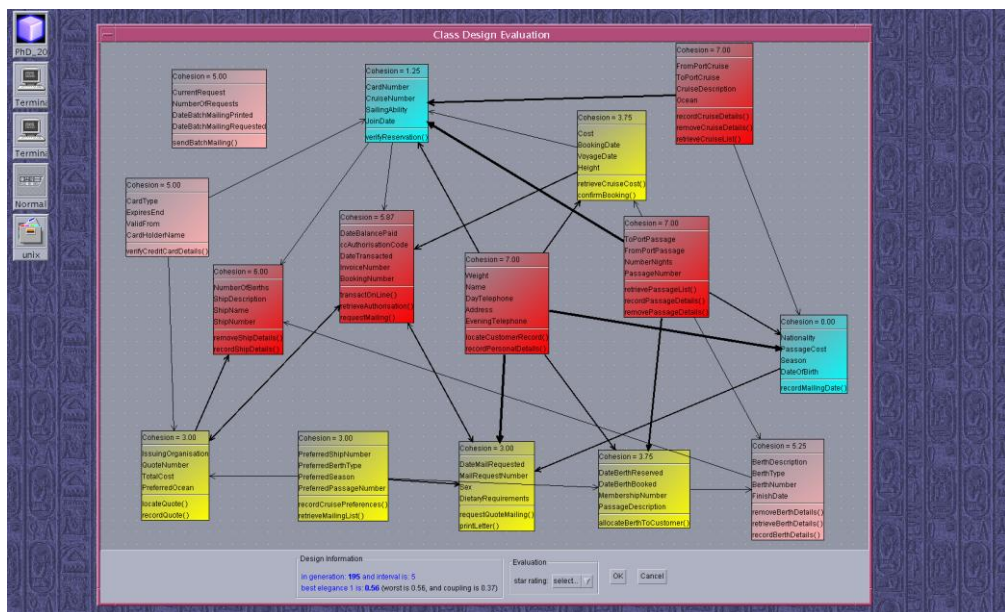


Figure D.6. Example software design for Select Cruises showing what might be considered to be good elegance.