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**Design Patterns for Dialog Boxes in User Interface
Mobile Applications**

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DEDICATION

*I dedicate this work to my caring parents, wonderful
husband Mohamed and my two adorable children
Abdalahman and Sohayb.*

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List of Abbreviations

UI	User Interface
IT	Information Technology
SW	Software
PC	Personal Computer
PDA	Personal Digital Assistant
GOF	Gang of Four
UML	Unified Modeling Language
MV*	Model View *
MVC	Model View Controller
MVP	Model View Presenter
MVVM	Model View View Model
WAP	Wireless Application Protocol
EBC	Entity Boundary Controller
CLR	Common Language Runtime
CSS	Cascading Style Sheet
GUI	Graphical User Interface
OO	Object Oriented
EBC	Entity Boundary Controller
HCI	Human Computer Interaction
WPF	Windows Present Foundation
HTML	Hyper Text Markup Language
DPs	Design Patterns

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Abstract

Because of the emerging challenges accompanying the development and advancement of information technology in many fields and industries, this makes IT experts, designers, manufactures and researchers in need of creating up-to-date and more effective solutions to overcome those challenges and obstacles. In fact, technology of mobile phones and devices proved to be infinite as different brands of modern mobile devices are produced with a wide variety of features, but at the same time great challenges occur for users and IT experts. One of these challenges is noticeable when the SW keyboard is shown and hidden in UI applications of PDA , PC or any other mobile devices. This keyboard is shown when the user wants to enter a text, which unfortunately leads to the occupation of the application area by this SW keyboard. This means that the application will have less room for its " normal interaction "

The main aim of this research is to use ICONX methodology and a Model View Controller (MVC) design pattern to solve this problem associated with SW keyboard .It attempts to make the interaction of dialog boxes when entering a text on mobile UI easier , and more practical as users will enjoy more interaction space as they enter texts.

Key words : User interface (UI),Personal Digital Assistant (PDA),Software(SW),Personal Computer (PC),Information Technology(IT), Global Positioning Systems(GPS),Model-view-Controller (MVC)