_Overview

The StresStimulus UI follows several design principles targeted to make it easier to use:

1. Reflecting the testing workflow. The Workflow Tree is the centerpiece of the StresStimulus UI. Every step in the load testing process has a corresponding node on the Workflow Tree. This makes it easier for users to navigate through a multitude of StresStimulus options in the correct order.

2. Mirroring the Test Object Model (TOM) hierarchical structure. StresStimulus stores internal data as an object model, where objects are joined in parent-child and other relationships. For example, a Test Case (a) is an object which can have one or several child objects Parameters (b), each of which is associated with a particular request (c). This internal structure can be quickly discovered because a **Parameter** node (d) is located under the **Build Test Case** node (e) in the **Workflow Tree** (f), and also each Parameter node is subordinate to a specific request in the **Test Case Tree**. The parent-child relationship of UI elements corresponds to the TOM hierarchical structure. Learning the UI helps to better understand TOM and vice versa.

3. Consistency and uniformity. Standard functions are implemented in the same way across all UI areas. After getting familiar with one area, a user can use them in other areas, reducing the learning time. For example, the same **Find** control is used on every grid and treeview for searching objects of different types. For more details, see Uniform UI Elements.

4. Thinking of end-user. A special effort was made to avoid confusion as to what to do next. For example, if you get lost and need to return back to the previously visited area, click **Back** on the Workflow Tree toolbar several times until you return to the location you want to be at. This brings the ease-of-use that is available in web browsers. Also, every control, parameter, and configuration option is accompanied by a description that appears on mouse-over in help boxes, tooltips or is displayed on the bottom of the screen in the description area.