

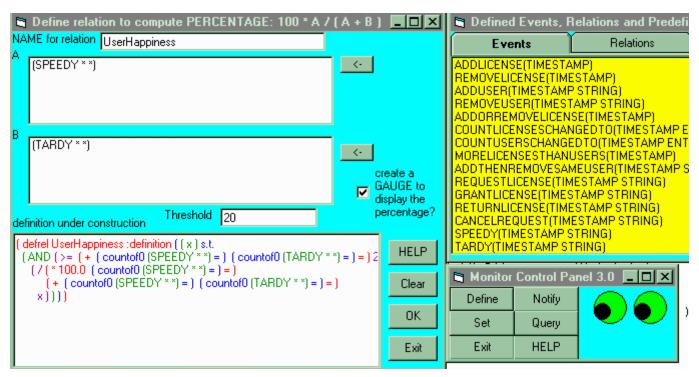
Extended Example

Percentage Relations

FLEA experimental user interface

Defining percentage relations

The FLEA experimental interaction window for definition of a percentage is shown below, with the choices to define the percentage UserHappiness, which is to be computed as the percentage of Speedy events out of the total of all Speedy and Tardy events. A threshold value of 20 means the total of all Speedy plus Tardy events must be at least 20 before this percentage is computed.



Percentages, being numerical values, can be displayed in gauges just as were counts of events in our earlier examples. A gauge display can be created at the time the percentage is defined by selecting the gauge option. The gauge displaying the UserHappiness percentage is shown below. An added feature of gauges is that they have low and high alarm points, such that whenever the gauge's value drops below the low point, or rises above the high point, an appropriate event is generated. These alarm points are set (or cancelled) by clicking on the gauge towards the upper corners (left corner for low alarm, right for high alarm). The gauge below shows both alarm points set, the low alarm point set at the 71% level, the high alarm point set at the 79% level, while the needle indicating the current value of USERHAPPINESS is at the 74% level.

