

Human and Computer Interaction Laboratory

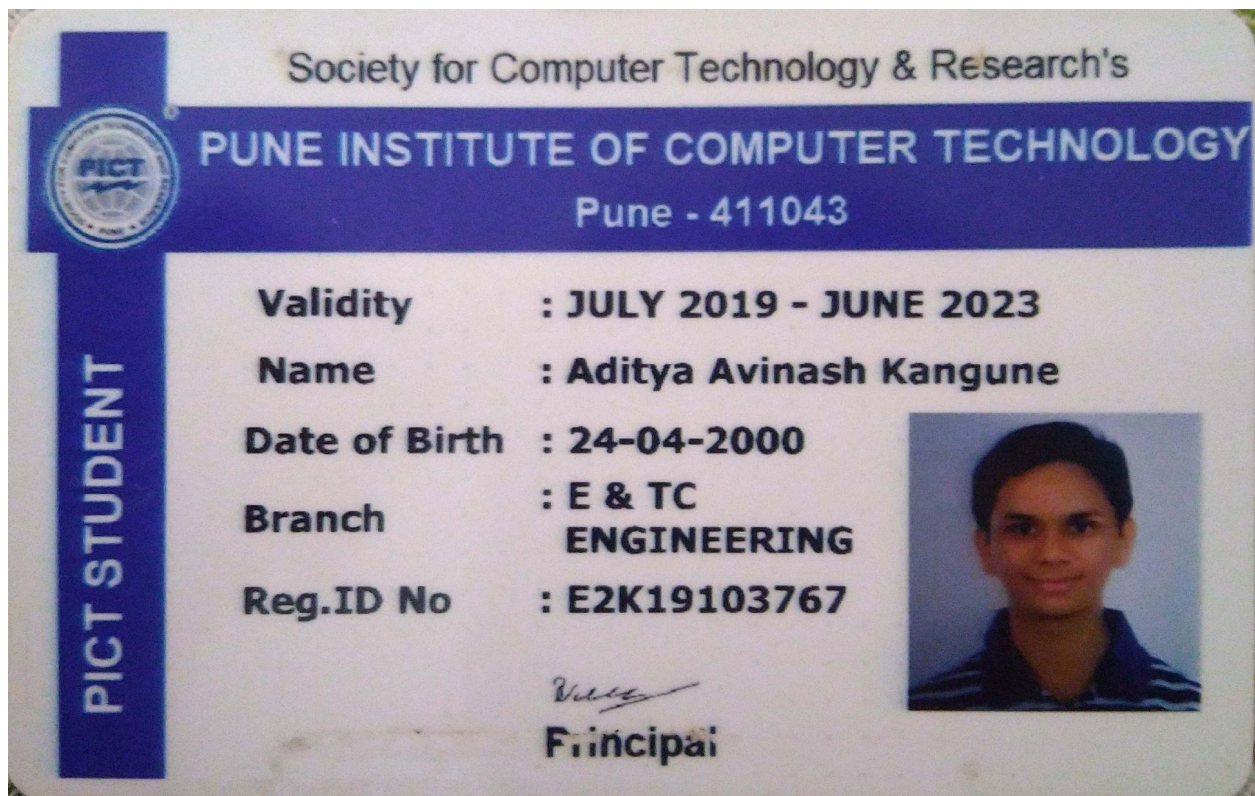
Assignment 4

**Name:** Aditya Kangune

**Batch:** K11

**Roll number:** 33323

**Date of Submission:** 12/10/2021



Theory:

HCIL  
Assignment 4

Page No.:	YOUVA
Date:	

Name: Aditya Kangure.

Batch: K11

Roll no: 33823

Date: 12/10/2021.

Prototypes and wireframing

Aim: Prototypes and wireframing.

Problem Statement: Students are expected to choose a program statement and identify types of users going to use (age, experience, environmental conditions during use, etc.)

Minimum 3 scenario of use, create paper-based prototype for scenarios. Use any open-source tool to wireframe scenarios.

Theory:

1) What is prototype?

It is an early, sample, model or release of product built to test a concept or process or to act as a thing to be replicated or learned from.

It is a term used in a variety of common, including semantics, design, electronics and software programming.

A prototype is designed to test and try a new design enhanced precision by system analysts and users.

2) What are high fidelity and low fidelity designs?

→ A) High Fidelity: They are computer based and usually allow realistic (mouse-keyboard) user interaction.

It takes you as close as possible to a true representation of user interaction. It is used as to demonstrate the clients, managers, etc.



## II.) Low Fidelity:

They are often paper-based and do not allow user interaction.

They range from series of hand drawn and mockups to printouts.

It is quick and easy way to translate high-level designs concept into tangible and testable artifacts.

They are helpful in enabling early visualization of alternative designs solutions which provides innovation and improvement.

### 3.) What is need of wireframes?

Wireframing is an important communication tool in web or android development.

It gives the client, developer and designer an equal opportunity to walk through the structure of website without getting sidetracked by design elements such as colors and images.

It is used to connect site's information architecture to its visual design by showing paths between pages.

Pen and paper-based prototype/skeleton:

Homepage =>

Get weather status Also Time zone <input type="button" value="Go!"/>	<div>Pic</div> <div>Pic</div>
-------------------------------------------------------------------------------	-------------------------------

Input Page

About Us =>

About Enter city name <input type="button" value="Find"/>	<input type="text" value="Input Q"/> <div>Pic</div>
--------------------------------------------------------------------	--------------------------------------------------------

Input city name.

Weather =>  
Results

WeatherApp	°C/F
London	
12°C	
Sunday 07'09	
Day	
- - - - -	

About Us =>

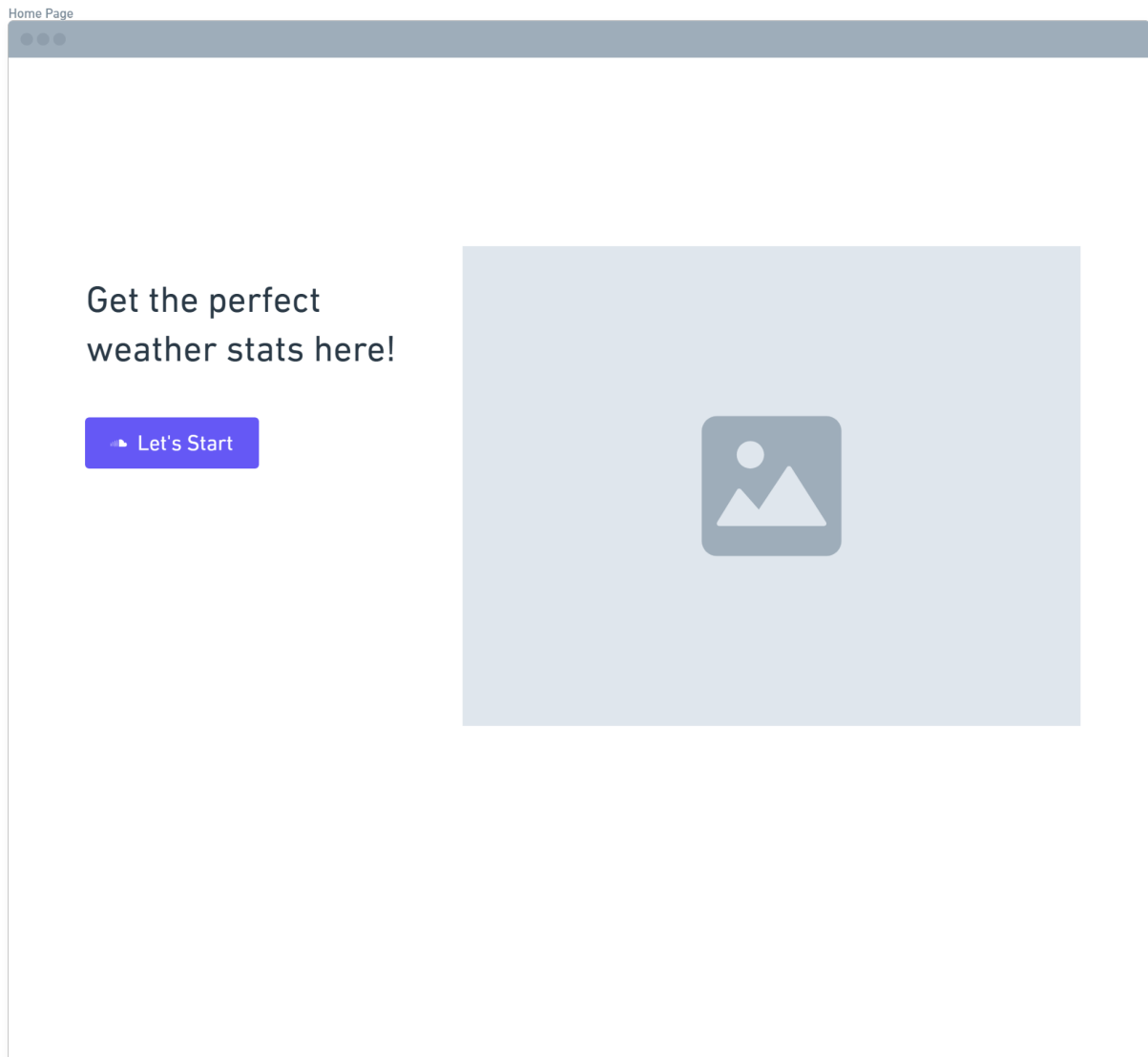
Meet our team xyz lorem ipsum...		
 Aditya f in [ ]	 Milind f in [ ]	 Vedant f in [ ]

Social Media

**[Skeleton made on whimsical.com:](https://whimsical.com/weather-TVNohWiwQzvUiSn1XnTpdC)**

<https://whimsical.com/weather-TVNohWiwQzvUiSn1XnTpdC>

Screenshots of the same:



About Us

Search Here

## Enter the city name

You will get the weather stats alongwith the current time in the city.

Let's GO



WeatherApp


°C / °F

London

12°C


Sunday 07:09

08:00




13 °C

09:00




13 °C

10:00



13 °C

11:00



13 °C

Chance of Rain

Humidity

Wind Speed

Visiblity

Pressure

12%

60%

10 k/h

100km

1015 hPa

DAY

CHANCE OF RAIN

HUMIDITY

WIND

TEMP.

Monday

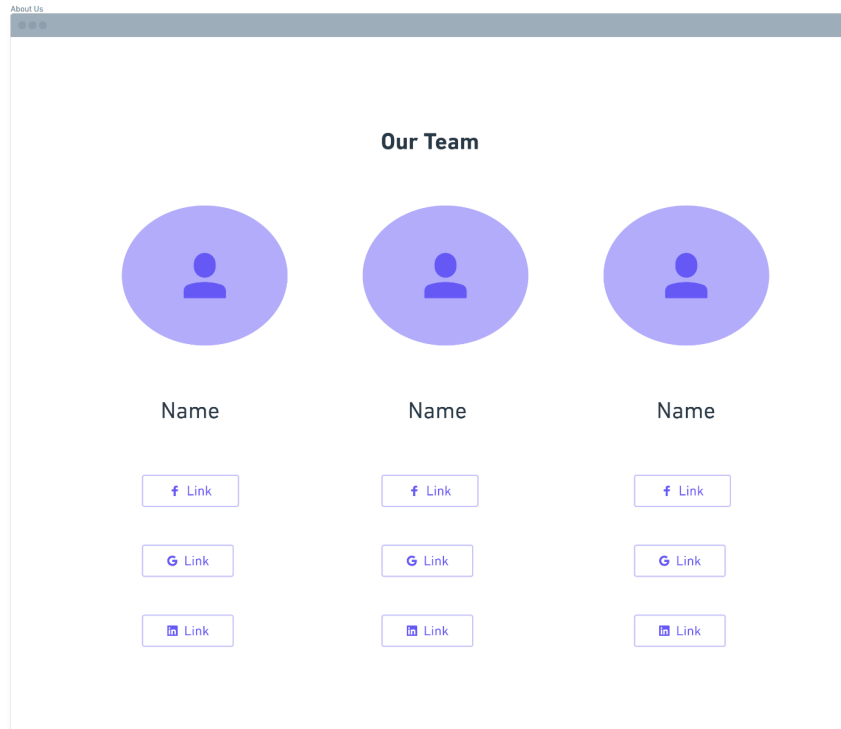
9%

57%

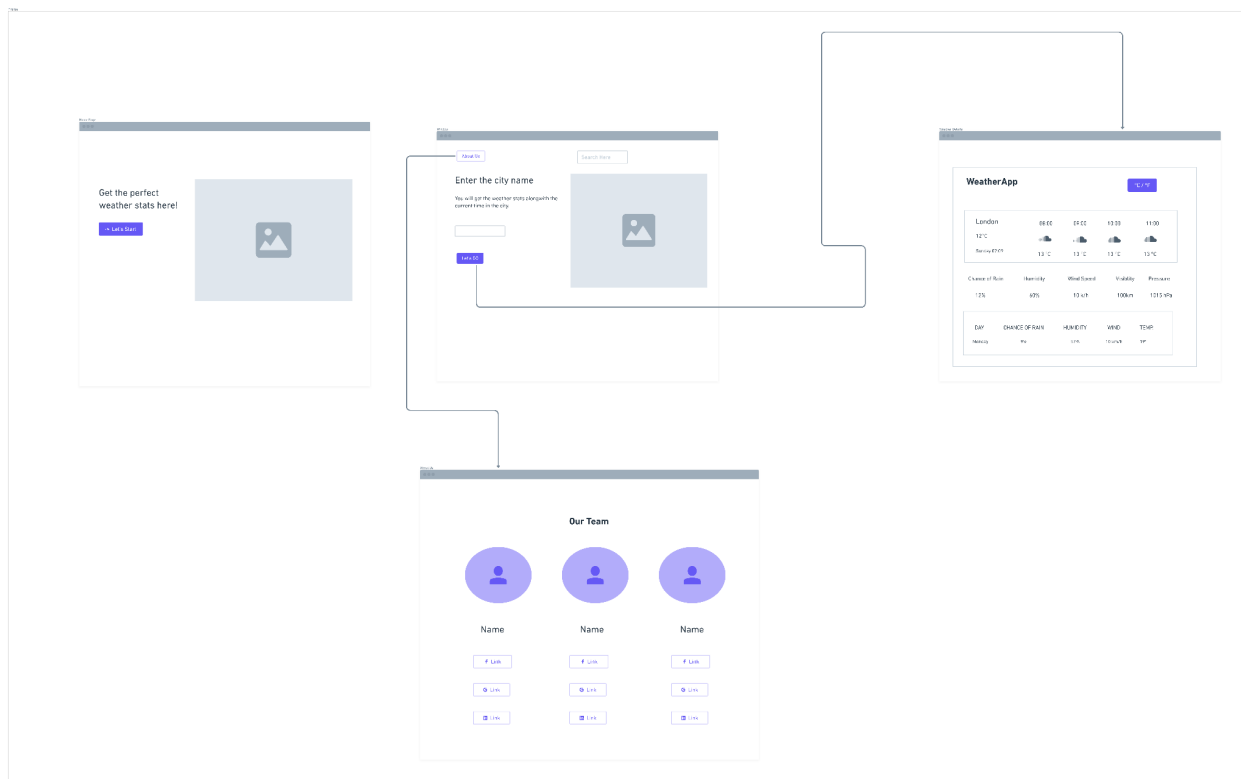
10 km/h

19°





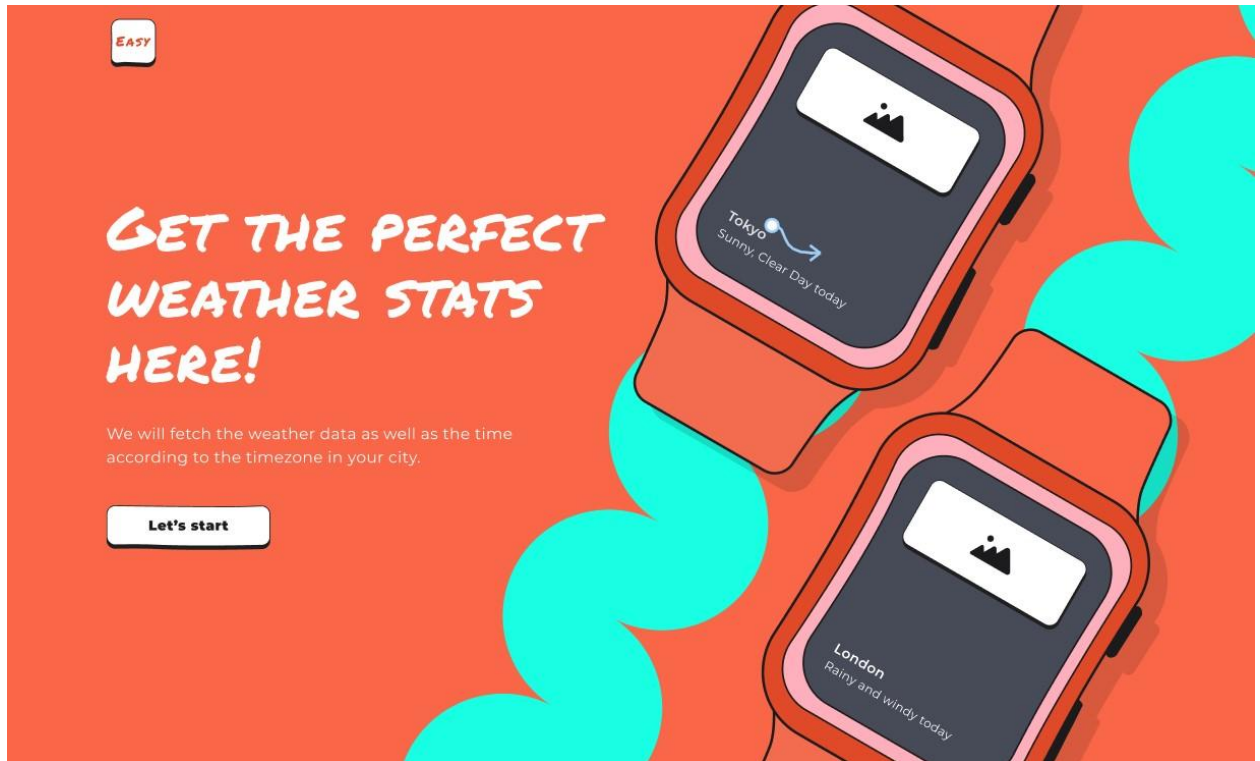
Skeleton with wireframe:



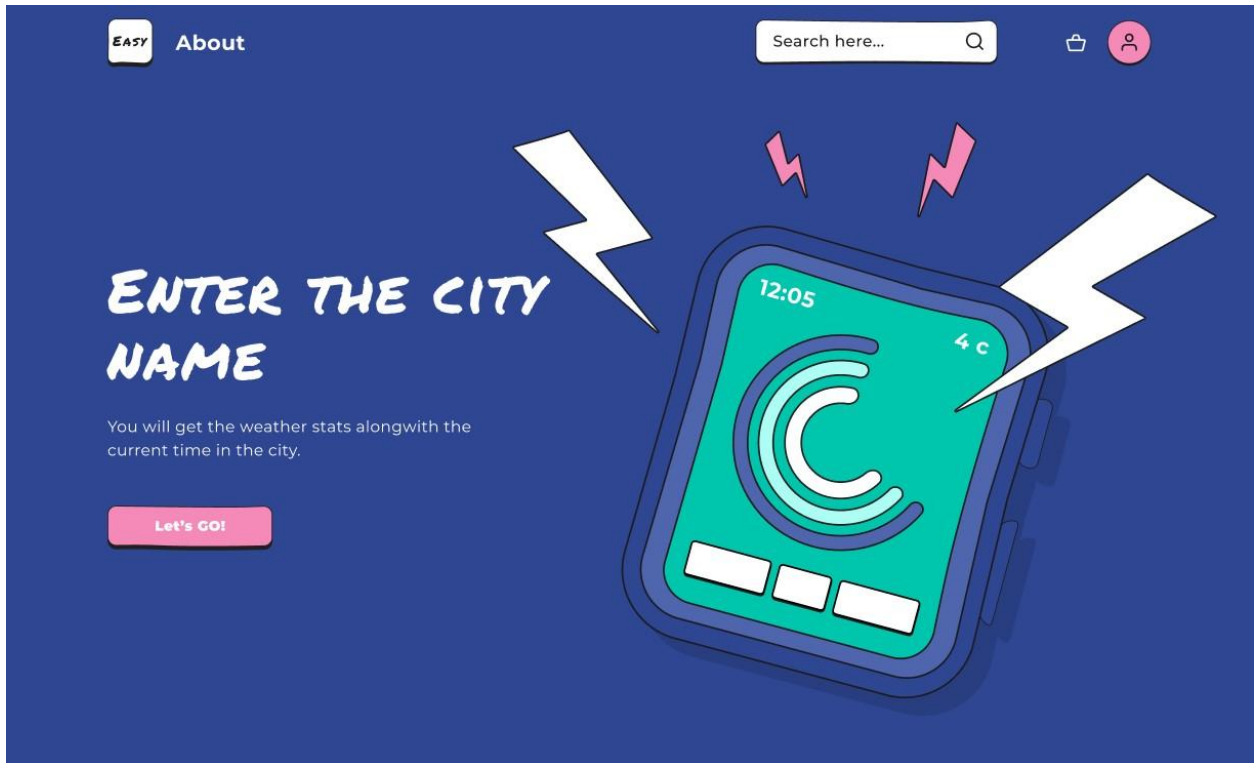
## Final Pages created on Figma:

<https://www.figma.com/file/CizlohRRXUupivShACUaFq/HCI-Weather-App?node-id=0%3A2786>

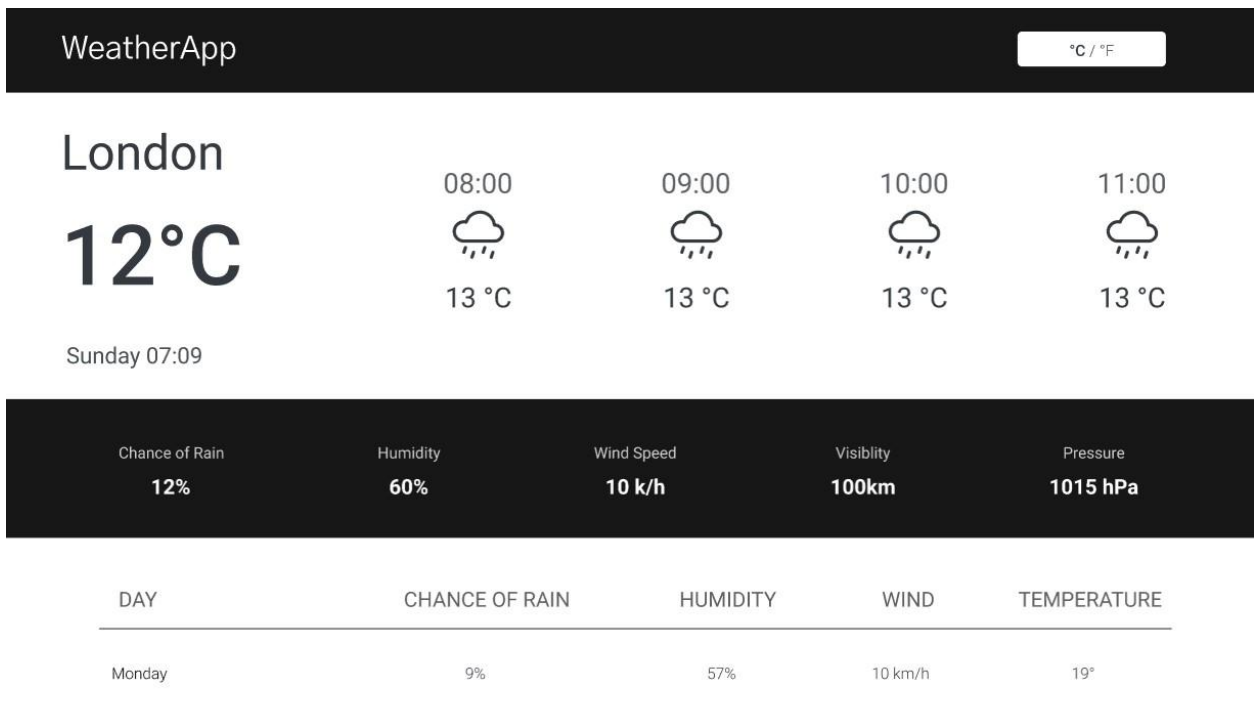
### 1) Homepage:



## 2) City input page:



## 3) Result page:



#### 4) About us page:

