

# Wireframe Documentation for Superstore Machine Learning Project

## Overview

This document provides a detailed explanation of the wireframes designed for the Superstore Machine Learning Project web application. The wireframes represent the layout and structure of the user interface to ensure a clean, user-friendly design that supports the project's functionality.

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## 1. Homepage

### Purpose

The homepage serves as the landing page for the web application, providing an introduction to the project and navigation links for users.

### Design Elements

- **Header:**
    - Project title (e.g., "Superstore ML Predictor")
    - Navigation menu with links to:
      - Home
      - Input Form
      - About
      - Results
  - **Main Section:**
    - Brief project description (e.g., "Predict superstore sales performance based on user inputs.")
    - Call-to-action button linking to the Input Form (e.g., "Get Started")
  - **Footer:**
    - Contact information or project credits
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## 2. Input Form Page

### Purpose

The input form page collects user data required for making predictions. The data entered here is sent to the prediction pipeline for processing.

### Design Elements

- **Header:**
    - Same as the homepage with navigation links.
  - **Main Section:**
    - Input fields for:
      - Product Category (Dropdown)
      - Sub-Category (Dropdown)
      - Sales (Numeric Input)
      - Profit (Numeric Input)
      - Quantity (Numeric Input)
    - Buttons:
      - **Submit:** Sends data to the prediction pipeline.
      - **Clear:** Resets all input fields.
  - **Footer:**
    - Link back to the homepage or About page.
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## 3. Results Page

### Purpose

The results page displays the predictions based on the user's inputs, helping them analyze the outcomes.

### Design Elements

- **Header:**
  - Same as the homepage with navigation links.
- **Main Section:**
  - Table displaying:
    - User Inputs (e.g., Product Category, Sales, etc.)

- Predictions (e.g., "High Sales" or "Low Sales")
    - Confidence Score (e.g., 85%)
    - Button to return to the Input Form for a new prediction.
  - **Footer:**
    - Contact information or project credits.
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## 4. **Navigation**

### Consistency Across Pages

- The header with navigation links is consistent across all pages to ensure ease of use.
  - Navigation links include:
    - Home
    - Input Form
    - About
    - Results
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## 5. **Wireframe Screens**

### Screen 1: Homepage

- **Layout:**
  - Header at the top with navigation links.
  - Centralized section for project title and description.
  - Footer with contact details.

### Screen 2: Input Form

- **Layout:**
  - Header with navigation links.
  - Input fields stacked vertically with appropriate labels.
  - Submit and Clear buttons below the input fields.
  - Footer for additional links.

### Screen 3: Results Page

- **Layout:**
  - Header with navigation links.

- Central table displaying predictions with columns for Input Data, Predictions, and Confidence Score.
  - Button to return to the Input Form.
  - Footer with contact information.
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## **6. Future Enhancements**

- Add tooltips to form fields to guide users on what data to input.
  - Include charts or visualizations on the Results Page to make predictions more insightful.
  - Make the application mobile-friendly by incorporating responsive design principles.
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## **Conclusion**

The wireframes provide a clear and structured layout for the Superstore Machine Learning Project. By following this documentation, developers can create a user-friendly interface that aligns with the project's objectives and functionality.