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**Lesson =** COMP2502

**COMP2502 PROJECT REPORT**

As we know that virtual security is an important element for all of us. Most of our information, money or private messages are hidden with a username and password. Many cybersecurity professionals spend their days making our information safer and more accessible. Because, as Felix Frankfurter said, “where there is fear there is no security”. Many websites, games and banks create a login interface to satisfy people's desire to hide their information without fear. In this project, we created a login interface.

First of all, we thought that the most obvious reason we did this project is the login interface that makes a site or a game beautiful. We investigated the role of the login screen of a site or a game in human-computer interaction and created an interface that appeals to the eye in line with the information we obtained.

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Açıklama otomatik olarak oluşturuldu

According to HCI methods, we mainly used white and gray, which are the two colors that give the least eye strain. We have added a blue "login" button to make it easier to see later, making it easier for the user to see the mouse.

In our interface; There are 3 different buttons for closing, login and remember options. Apart from these; There are 2 textbooks for typing username and password, and 1 LinkLabel for using "Lost Your Password" command.

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Açıklama otomatik olarak oluşturuldu

Later , We used = “MouseDown” to keep our interface on the screen, = “MouseMove” to drag it on the screen, and = “MouseUp“ to drop our dragged interface to the place we chose.

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Açıklama otomatik olarak oluşturuldu

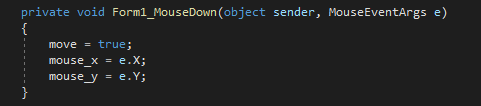
In this parameter, we used the Application.Exit() command, which will close our interface when we press the cross button.

After giving the exit command, we reconcile the x and y directions on the coordinate plane in order to bring the interface to the desired position on the screen with the mouse.

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Açıklama otomatik olarak oluşturuldu

(The reason we support the move command with the bool data type is to make it easier to understand the "move Up" and "moveDown" commands.)



In our Form1\_MouseDown method, we use "move=true;" to say that the mouse is pressed to the interface and is free to move around the screen. Then we used the commands "mouse\_x = e.X" and "mouse\_y = e.Y" to indicate that the e value we dedicated to the "EventArgs" can travel in x and y coordinates.

In our "Form1\_MouseUp" method, which is another method, we wrote the "move=false" command, which indicates that the mouse has finished its function on the interface and that the movement of the interface will no longer be allowed.

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Açıklama otomatik olarak oluşturuldu

Our last and most important mouse method “Form1\_MouseMove” has

* “this.SetDesktopLocation(MousePosition.X-mouse\_x,MousePosition.Y – mouse-y); “

Command. The reason we deleted “mouse\_x” and “mouse\_y” from positions is while we drag the interface from where we hold it to sthe side we want to take , we want the remaining part to be subtracted from the current x and y coordinates.

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Açıklama otomatik olarak oluşturuldu

In the textbooks methods , which are the last methods of our interface, we organize the user name and password writing part.

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Açıklama otomatik olarak oluşturuldu

In our first method; If "Username" has written in the user name place, our text will be null. In our second method, on the contrary; If username is blank, "username" will be written in textBox1. Apart from these, with the "textBox1.ForeColor = Color.Black" command, we painted our "username" text black, the opposite of the background color. We use the same codes in our "textBox2" methods that belong to the password, but we want the password to appear as "\*" instead of plainly showing so we used the "textBox2.PasswordChar = '\*';" command.

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Açıklama otomatik olarak oluşturuldu

Unlike the username methods, we also used the ToChar command. The reason of this ; It is to prevent the password text from appearing with "\*" when we stop clicking the password part.

In conclusion , in this project , we have adapted a similar login interface that most websites , game makers and banks have carefully designed for them . We designed an interface that most users can easily use by paying attention to the positioning , size , color and alignment details according to visual hierarchy terms . We have taken a good step for our future by adding new information to ourselves in this project, which we had a lot of fun while doing.



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