

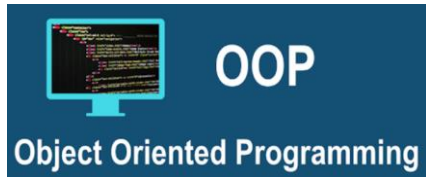
# CSE 310: Object Oriented Programming

## Lecture 01: Wireframe Diagram



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# CSE 310: Object Oriented Programming

## Wireframe Diagram



**Wire Frame Diagram:** A wireframe is a diagram or a set of diagrams that consists of simple lines and shapes representing the skeleton of a website or an application's user interface (UI) and core functionality.

Think of a wireframe as a blueprint that shows proposed features and how a product is expected to work.

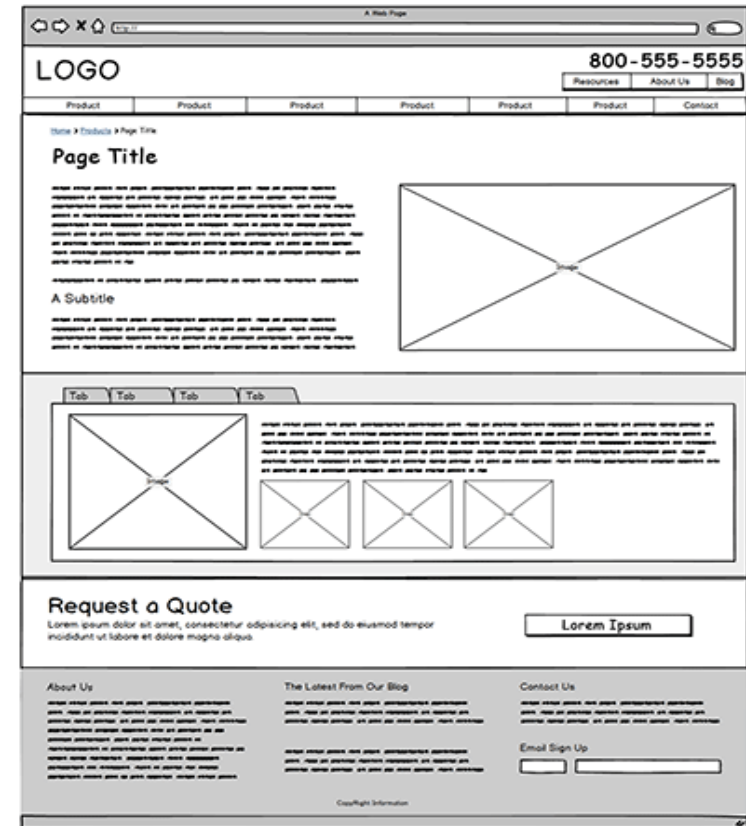
- Wireframes are created early in the development process.
- User experience (UX) designers often use wireframes to demonstrate to clients, product designers, and other team members how the UI will look and work.



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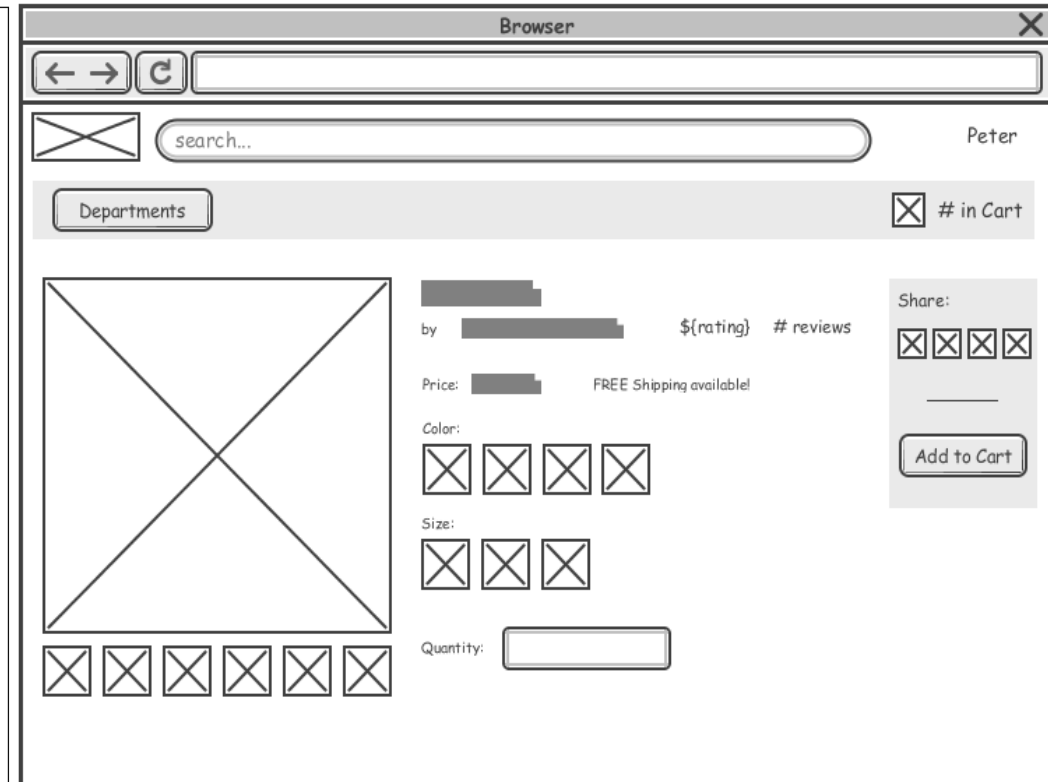
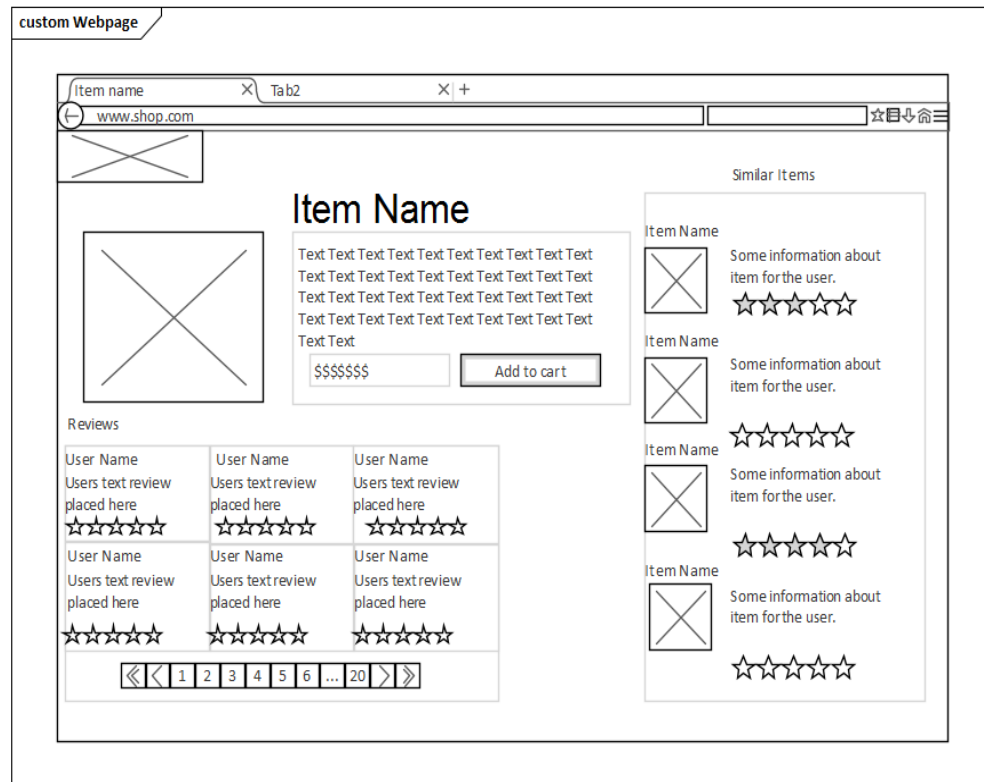
## Wireframe Diagram

- Most wireframe examples include simple lines and boxes with very little color or details.
- The shapes represent UX elements such as menus, buttons, content, and navigation functions.
- For example, a simple rectangle with the words “Logo/Home Page” can represent where the company’s logo will be placed and that the logo will link to the website’s home page.



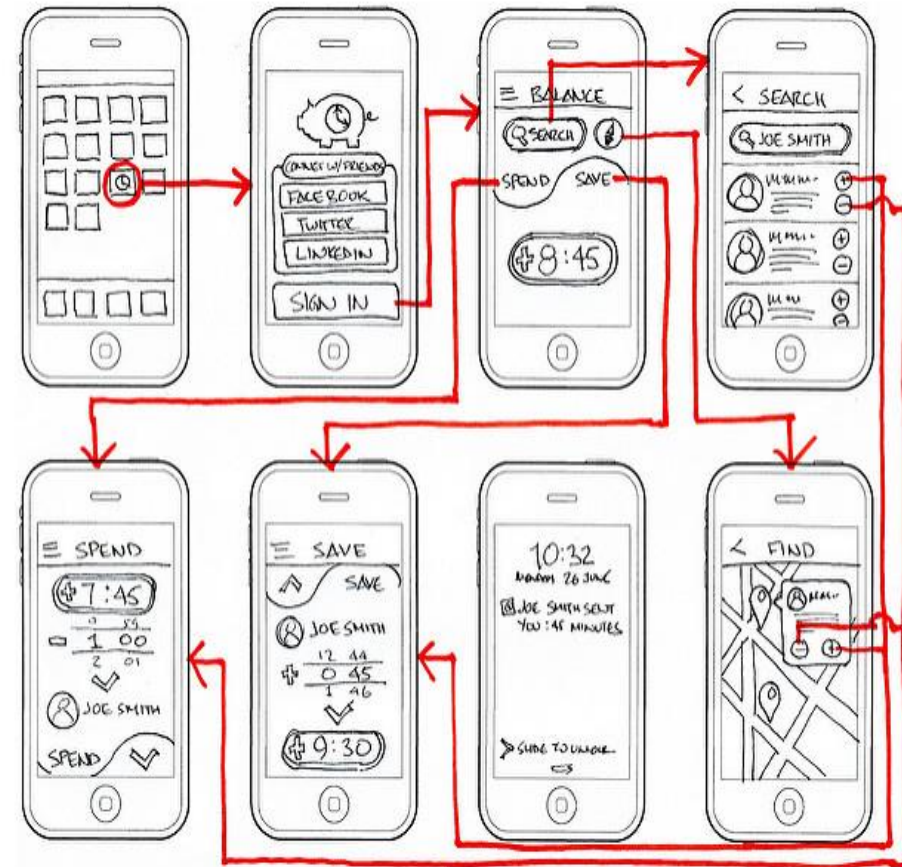
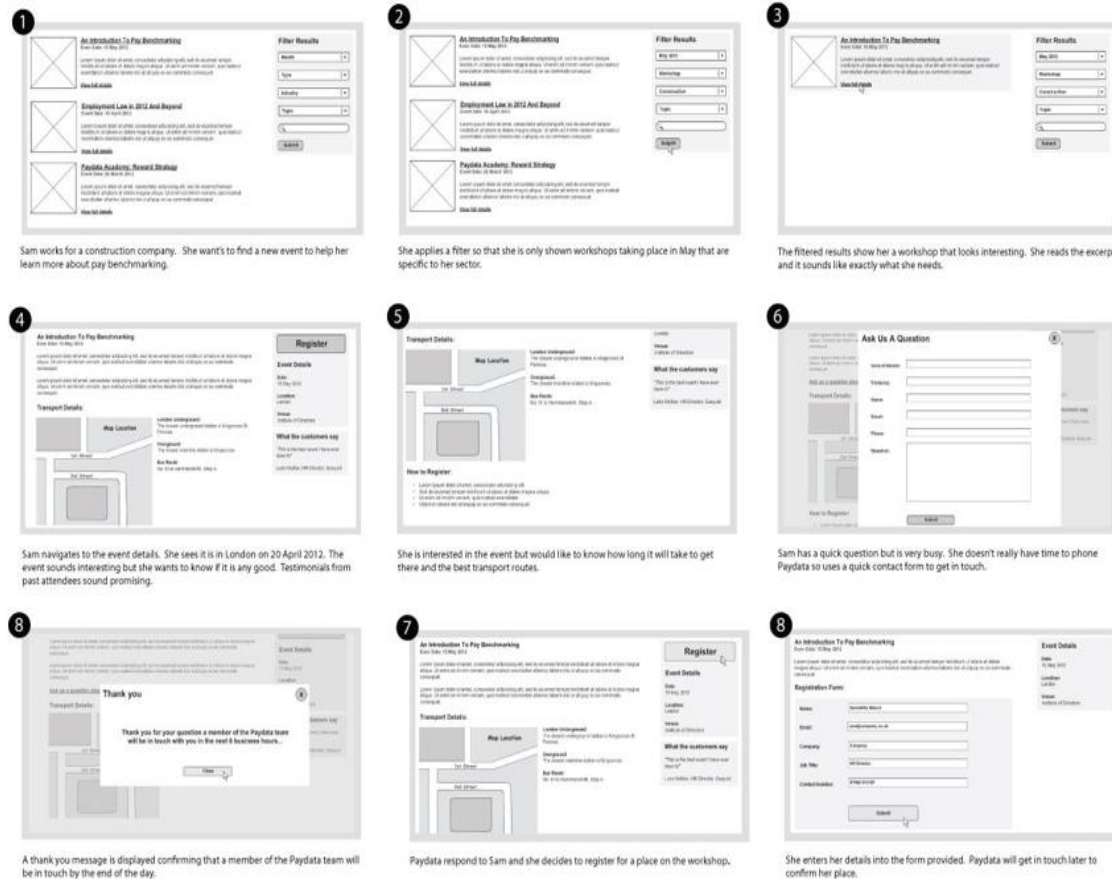
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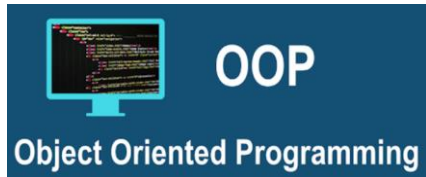
## Wireframe Diagram



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## Wireframe Diagram



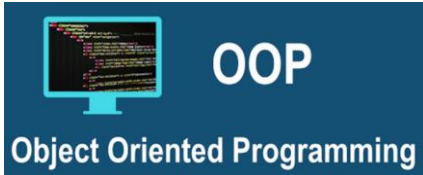


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## Wireframe Diagram



- **Incorporate feedback and encourage collaboration early**
  - A wireframe is a great way to quickly convey ideas
  - Get early feedback to help you design a better product.
- **Keep teams focused and on track**
  - Wireframe can be used as a reference to help to keep various teams on task.
- **Put more focus on usability**
  - Wireframe can point out potential architectural flaws and feature functionality.



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## Wireframe Diagram



- **Save time and money**
  - It provides a better understanding of the overall product to be build
  - avoid having to fix problems after the product is built.
- **Enhance agile development**
  - You can work with the product managers and developers to identify which sections of the design should be developed in each iteration.
  - By developing the product in iterative chunks, it's easier to get feedback and refine the design and development process as needed.