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GUI Design changes for onlinegdb.com

Title:

Paper prototype-Design elements of GUI

Problem Statement:

Design a paper prototype/Graphical User Interface for a selected Application

Learning Objective:

- 1. To observe the user view point of elements on a GUI
- 2. To study the elements of impact by noting the observations.
- 3. To help in refining the drawbacks of the existing system

Software and Hardware Requirement:

- 1. Notepad and pencil
- 2. Any selected GUI (Any website like banking, e comers etc , 10-15 User Interfaces per group)

❖ Theory:

The selected GUI must be studied carefully for all the following elements:

- 1. Font colours used in background, text etc
- 2. Images and their size with respect to the whole Interface
- 3. Options for selection of data (Menu, arrows, sub-menus, highlighted text)
- 4. Text boxes, User support options
- 5. Use of icons for representations, menu selections.

After noting the above details, a chart should be prepared in following manner:

User Interface I:

Sr. No	Element	Observation	Improvement/ corrections
1	Language selection drop down menu	It shows only a list of various languages which seems complicated	

2	Output Console	Output console and input console are combined making it complicated. Output screen on the bottom on the screen which is not feasible	output console and shifted the console to the
3	Left side task bar	Left side bar takes too much space and is not that prior	Shifted the left task bar to the bottom and allotted sized buttons to improve screen complexity
4	Credits, Privacy, Terms of Service	All these elements had different buttons	Combined those buttons combining single button and saving screen complexity
5	Recent Languages (New Feature)	Need to access language selection faster	Added recent used languages at the top of the taskbar
6	Sliding window (New Feature)	Need to change the window size of coding or output for concentration	Used slider to resize the coding and output window
7	Hoverable buttons (New Feature)	Need to identify button uses	Added feature to show info. When hovered on a particular element.

User Interface II:

Sr. No	Element	Observation	Improvement/ corrections
1	Sign Up Dialog	Sign Up and Login have different buttons wasting space	Combined Sign Up and
2	Dialog interface	No good interface only clickable buttons	Improved interface by adding logos for signing in

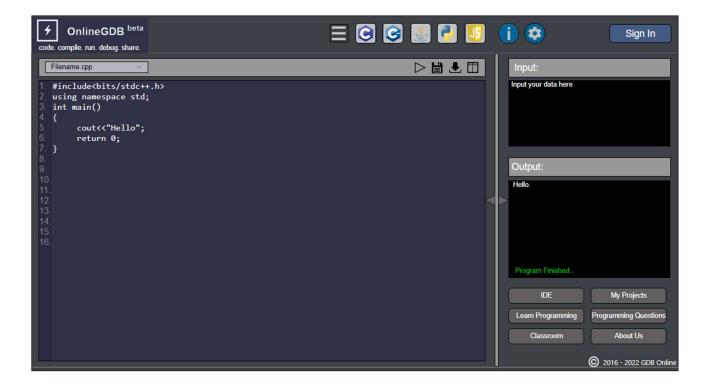
User Interface III:

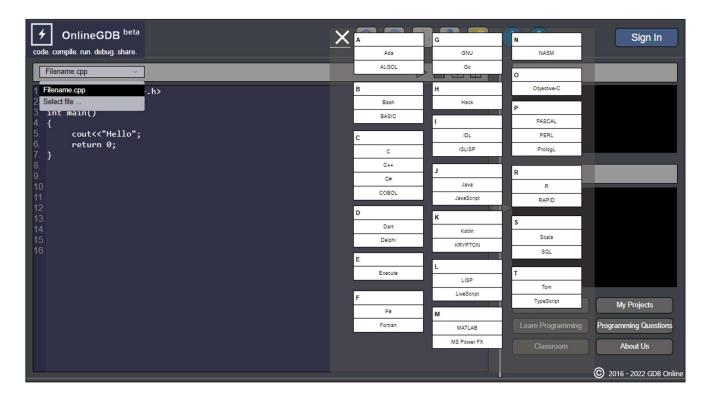
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Sr.	Element	Observation			Improvement/
No					corrections
1	My Projects	Dull colors	for	the	Added decent colors and
		interface			logos into the interface

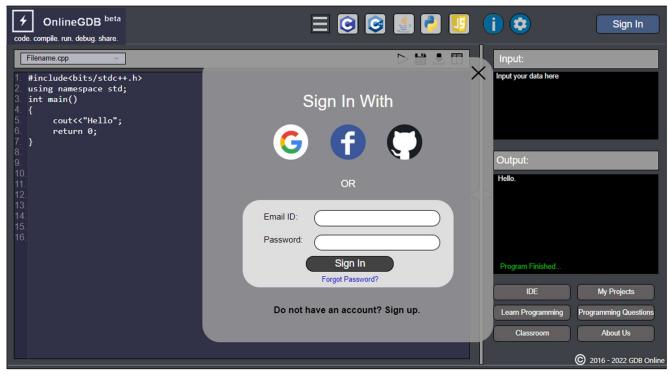
2	Dynamic buttons	Need to open file and then	Directly added run, share
	(New Feature)	run in my projects	buttons in my projects
			section
3	Search Bar	Need of search bar to	Added search bar with
	(New Feature)	search in my project	dynamic searching

➤ The selected GUI will be redesigned with respect to the correction/improvements in the table mentioned above using word document/paint/ppt/free design tool/software

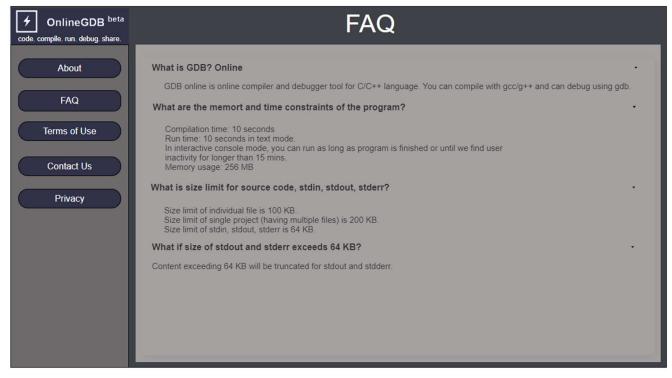
❖ Output:

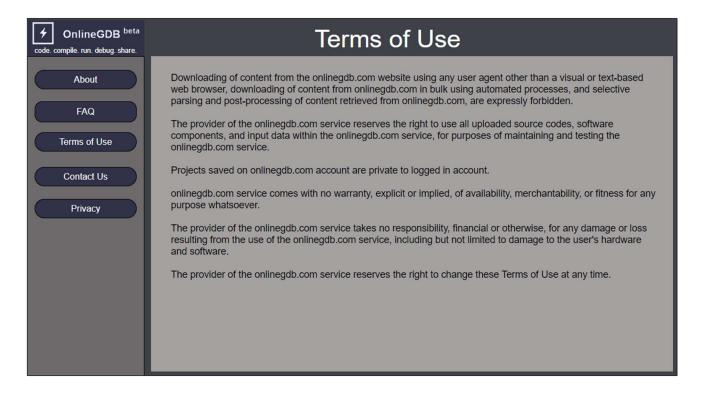


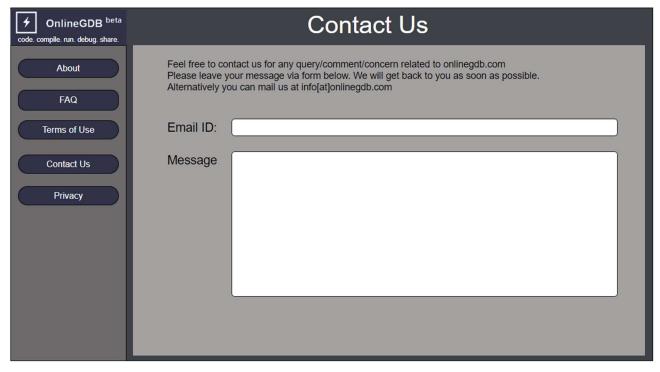


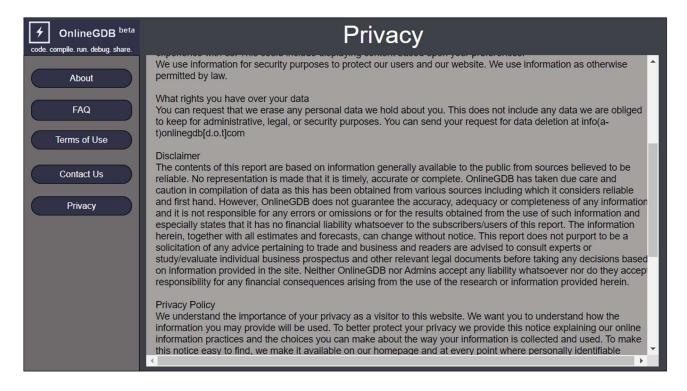


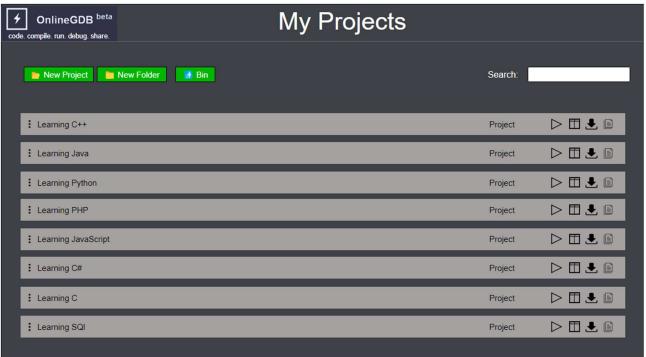












Conclusion:

Hence we are able to understand to design a paper prototype for a selected and understand standards of User interface and build better application interface than selected.