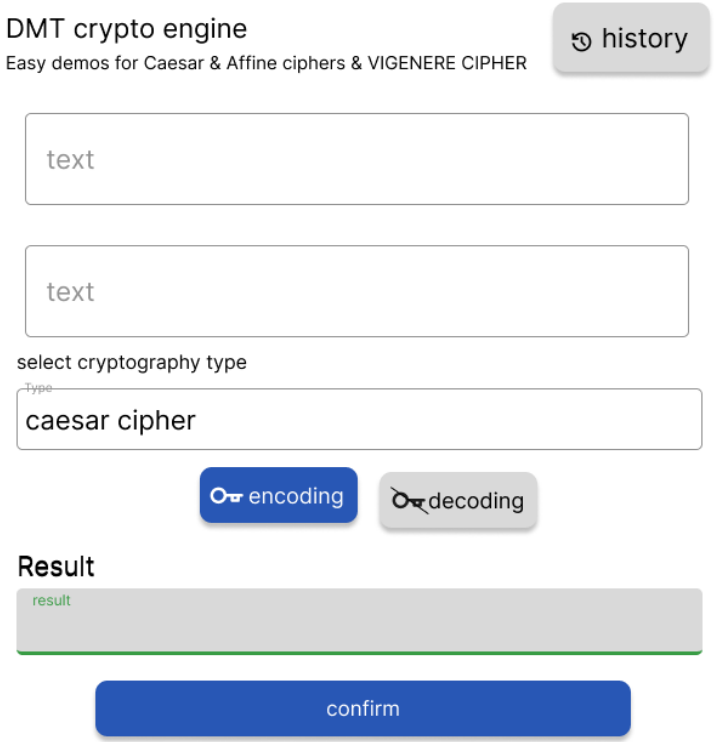
Cryptography

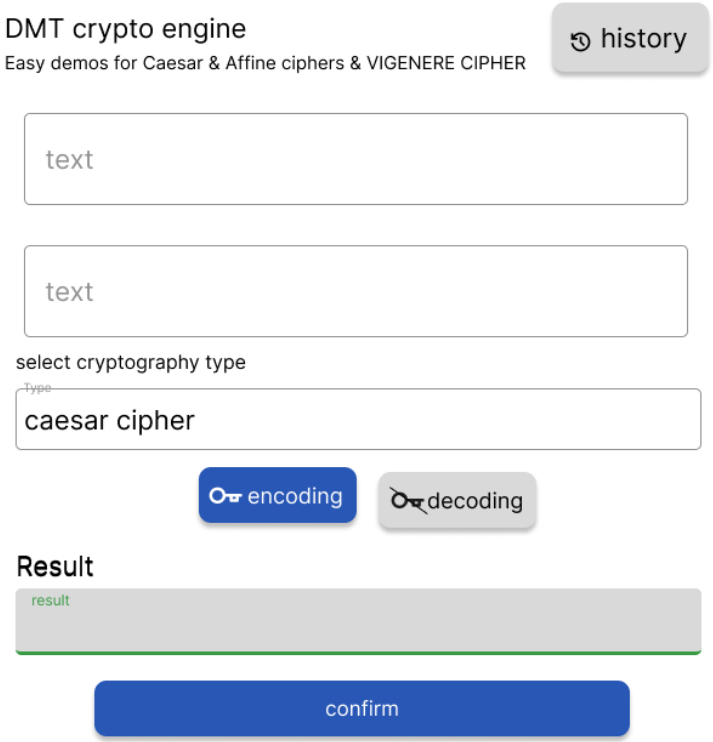


A modern cryptography system designed using HCI principles

It follows the design principles & UX factors

Functionality :it do what should he do

Usability



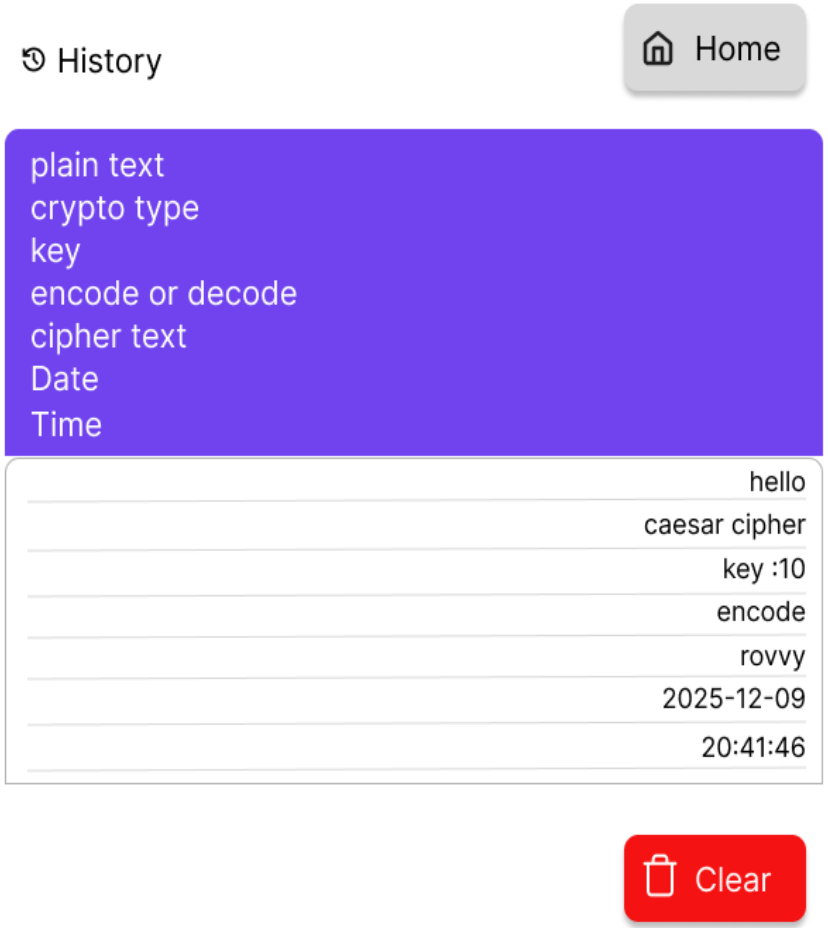
1. Effectiveness: yes ,it do what suppose to do .
2. Efficiency: yes ,it

encode and decode quickly without fill inputs from first ,you only change text and type of cryptography .

Usability

3. safety : yes, it keep user out of troubles , The system warns the user before doing risky actions like : you can not clear history directly you must confirm by **dialog** .

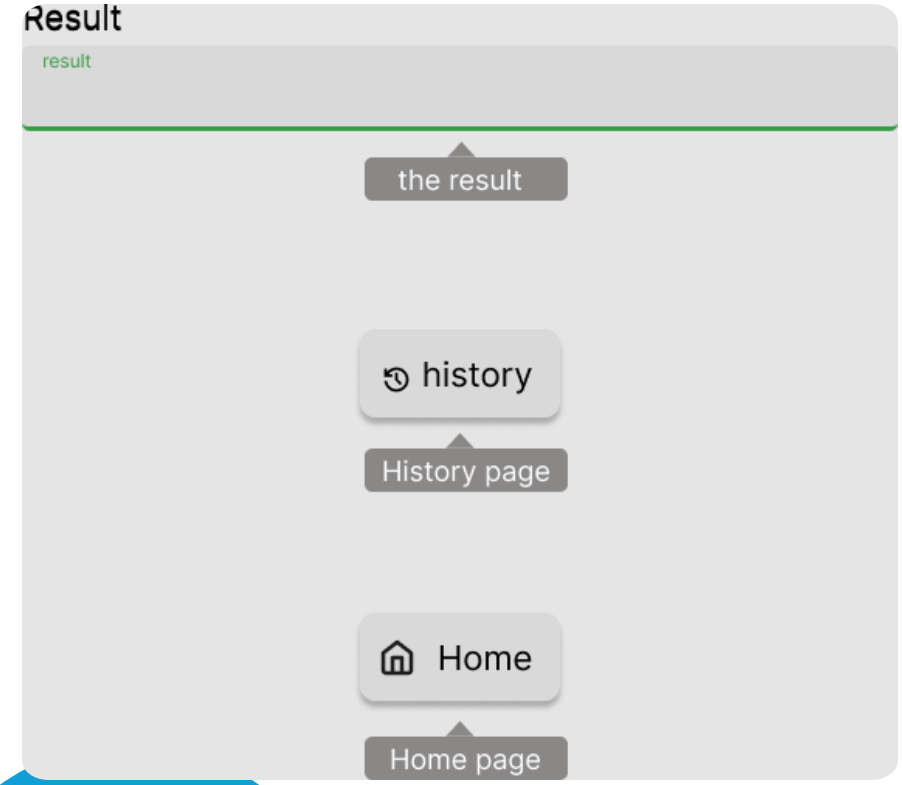
Usability



4. memorability : yes ,

how easily can user remember after time away , app handle that by make **history page** and remember what he done before and Time &Date of process .

Design principles



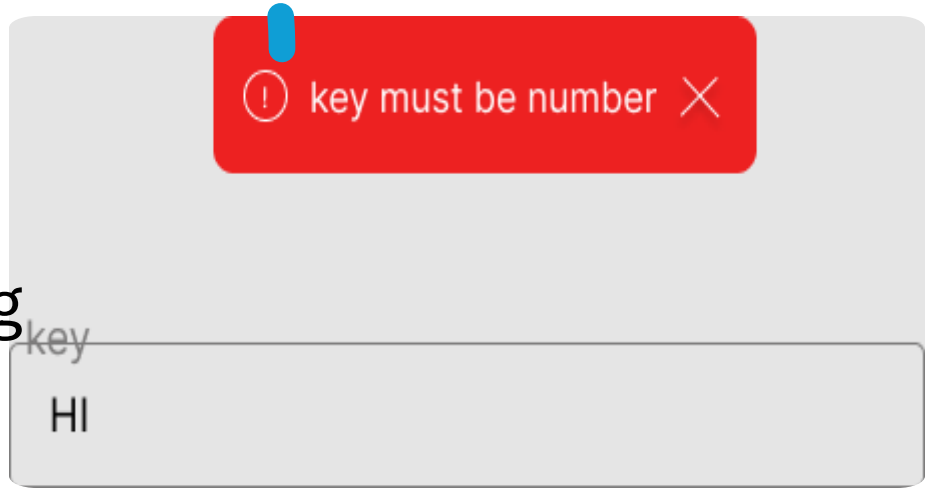
1. ***Visibility*** : the more visible function are the more likely users , app put **tooltip** for component to describe what it do this help , and more that the app designed **vertical** that show what is the next step.

Design principles

• 2. ***feedback*** : app return feedback to user to know him if the process done or not is call "**snackbar**"or "**Toast**" , **selected color** of feedback represent the kind of feedback ,red is error feedback ,green is success feedback .

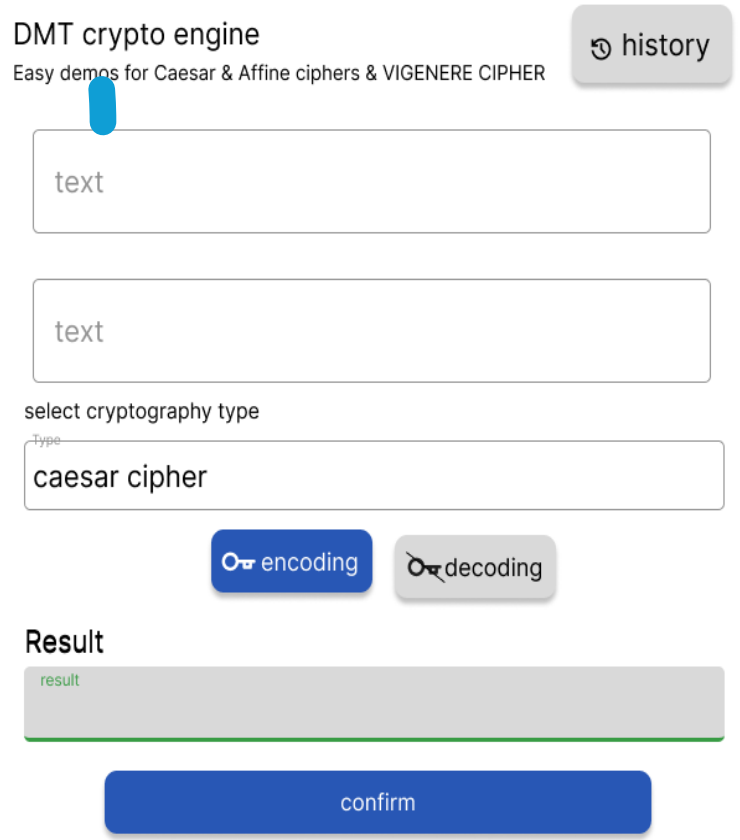
Design principles

- 3. ***constraints***: **restricting** user to do type of action , like here he can not encrypt using ceasar cipher by using ket :"text" must benumber , the same with others .



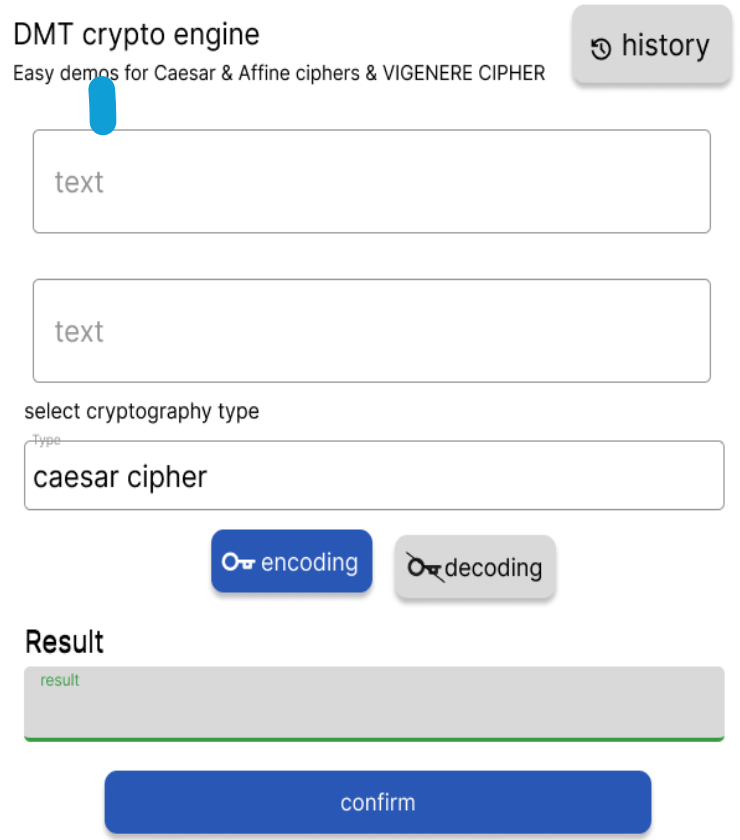
Design principles

- 4.***mapping*** : app takes into consideration the relationship between controls and their effects , like here vertical design make it good mapping for everyone know what it doing , the encode & decode buttons well design like one and reflection



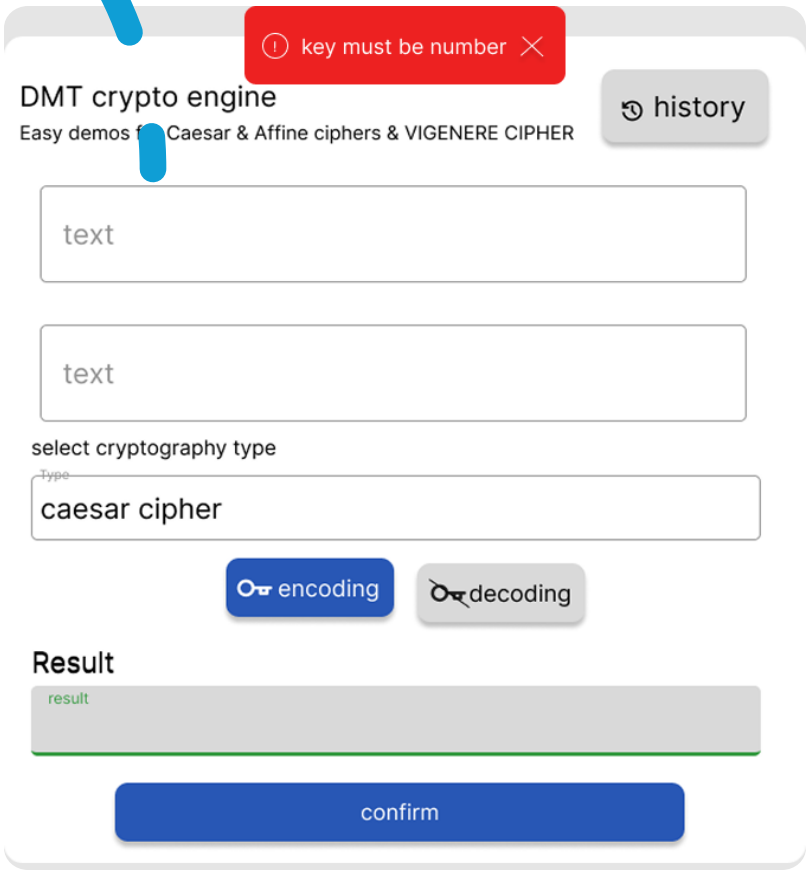
Design principles

- 5. ***affordance*** : the properties of object show how it can used , here shape of inputs mean you can put data in it , and shape of button mean you can click on it



Visual

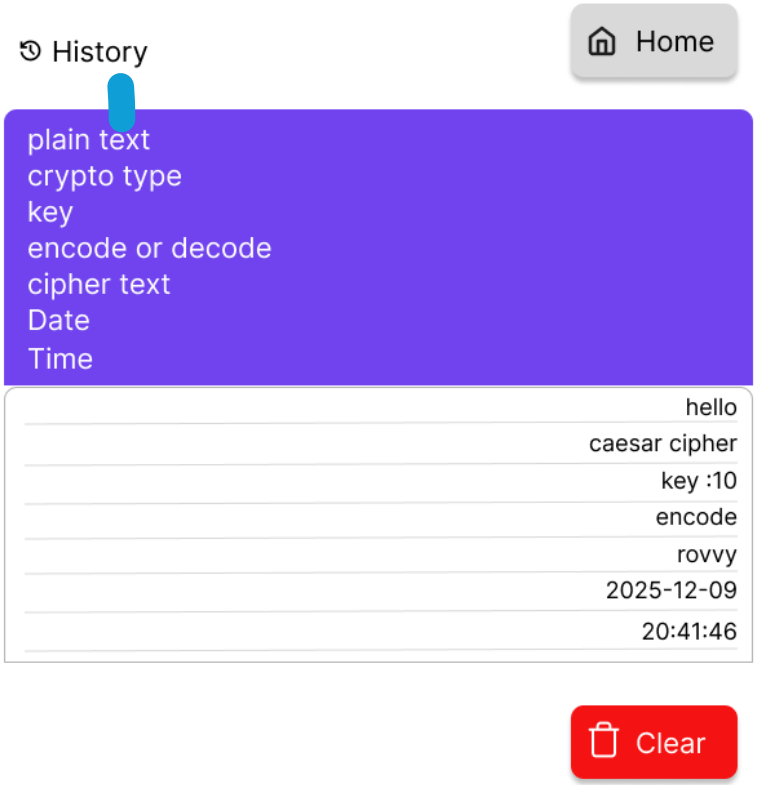
We took into consideration the **peripheral vision** , which **Rods** cells is more sensitive than cons , so we exploited it by if we wanna make any attention so just do put it in any side of window , like here the feedback is in the top



Visual percept

1. **Size & depth** :

Choose the font size carefully, so that it is neither too big nor too small is medium that what called ***visual acuity*** , and ***low of size constancy*** mean the chosen font size is not change in app .



Visual percept

2 . **Brightness** :

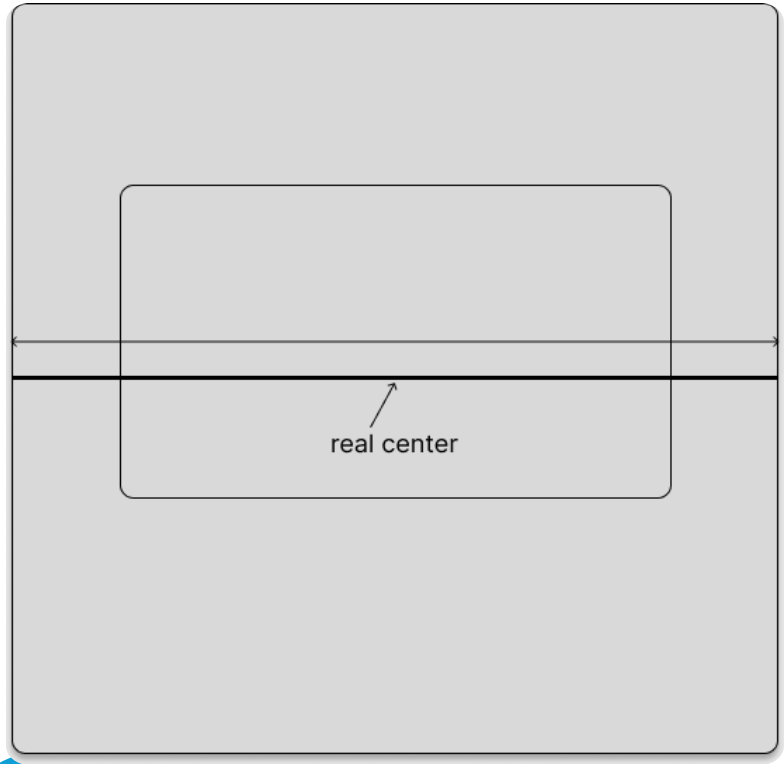
We focus on intensity that attract user by Brightness,

So we to **balance in Brightness** , not make it too much that can make eye strain and not make too low that make word not clear , like make background Brightness and make text black , or make background not Brightness and make text white , to ensure the text **obvious .**

Visual percept

- 3. **color** :
- The color not just appearance but reflect meaning and emotion
- Meaning & emotion : red =error , green=success , blue =info .
- Humen eye can perceives more 7 million colors but use 3-5 colors reduce user **confused .**
- We select **light blue** due to the least sharpness color and user spend more time .

Visual percept



- **Center Illusion :**

Users tends to see the center above the true center , so we did margin bottom to it , this make it above of real center .

Audio percept

Error sound

Success sound

Audio :

1. **Attention**
2. **Navigation**
3. **Feedback**

Some people suffering from color blindness , so we can not fully depending on color to export felling , we add audio to describe feedback .