Report

Dumidi Nirasha HettiArarchchi Web Development, Advanced web & App development 1705

Wireframes

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AMDT Quiz

1) Question 1

ANSWER A

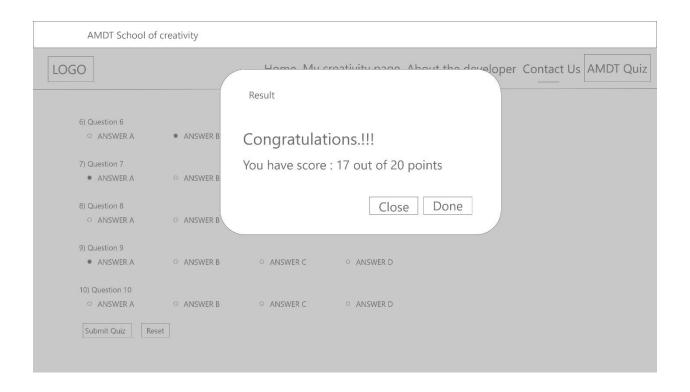
2) Question 2

○ ANSWER A ○ ANSWER B ○ ANSWER C ○ ANSWER D

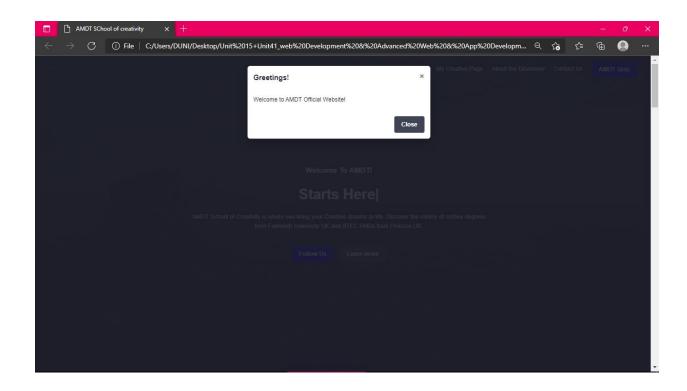
LOGO

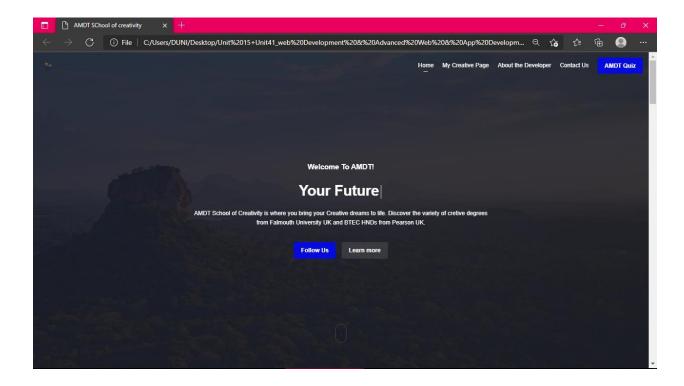
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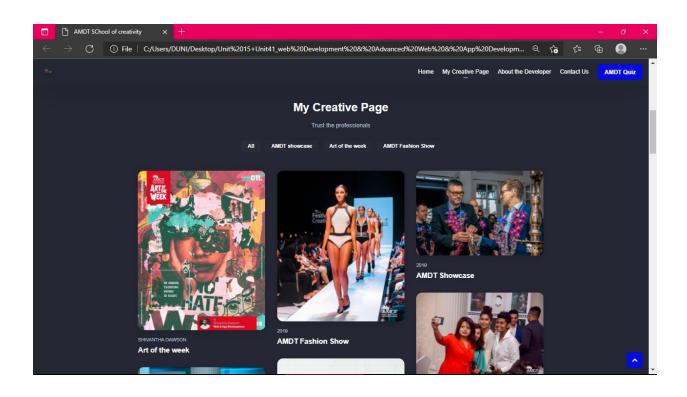
6) Question 6			
ANSWER A	ANSWER B	ANSWER C	ANSWER D
7) Question 7			
ANSWER A	ANSWER B	ANSWER C	ANSWER D
8) Question 8			
ANSWER A	ANSWER B	ANSWER C	ANSWER D
9) Question 9			
ANSWER A	ANSWER B	ANSWER C	ANSWER D
10) Question 10			
ANSWER A	 ANSWER B 	 ANSWER C 	ANSWER D
Submit Quiz	Reset		
Jubilit Quiz	Neset		

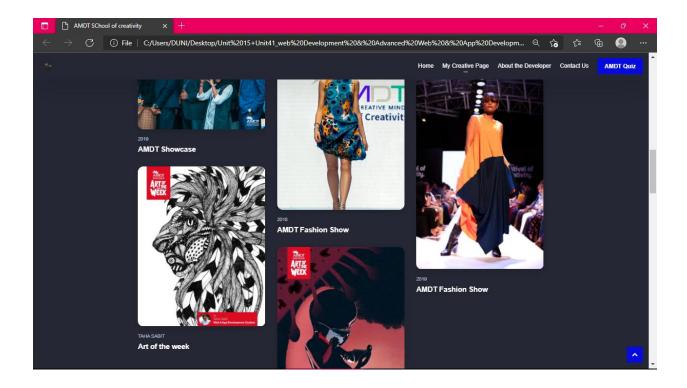


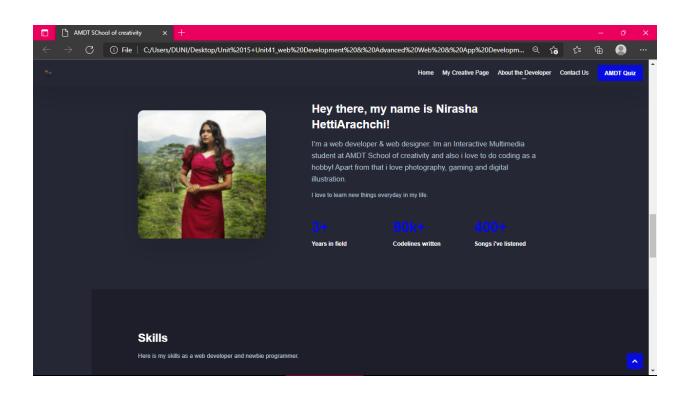
Screenshots of website

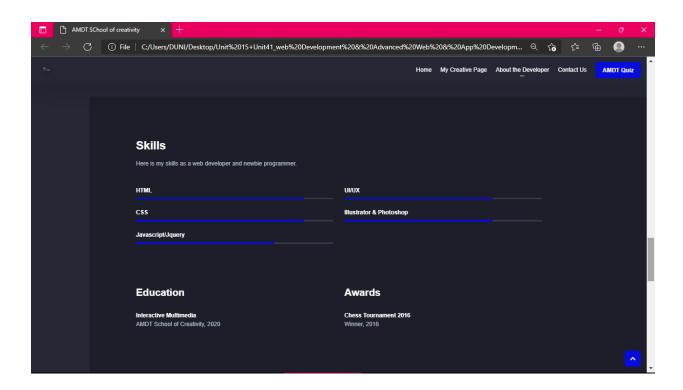


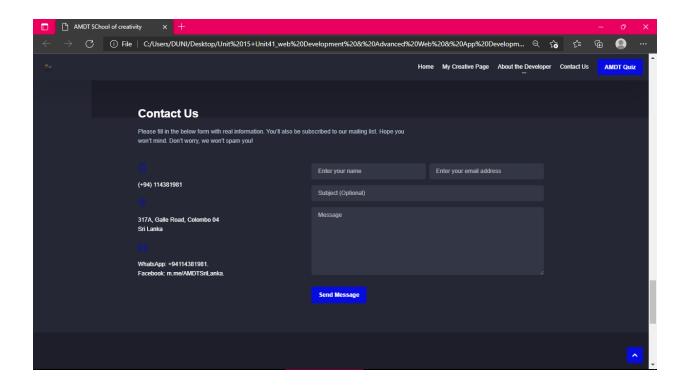


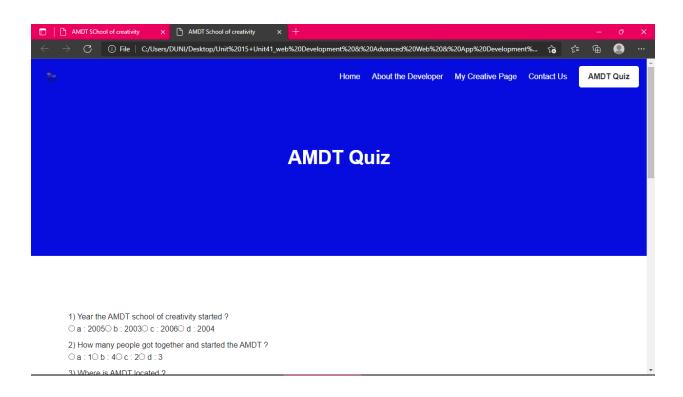


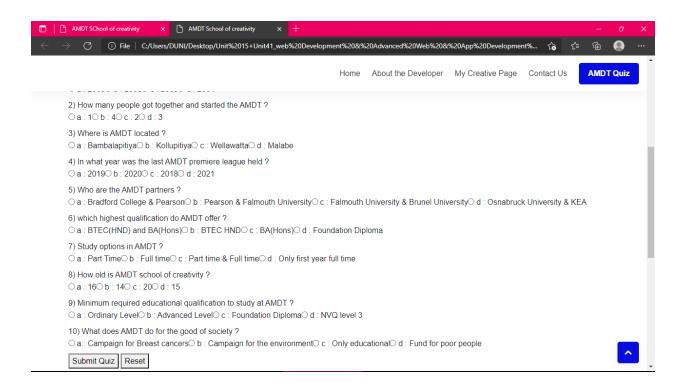








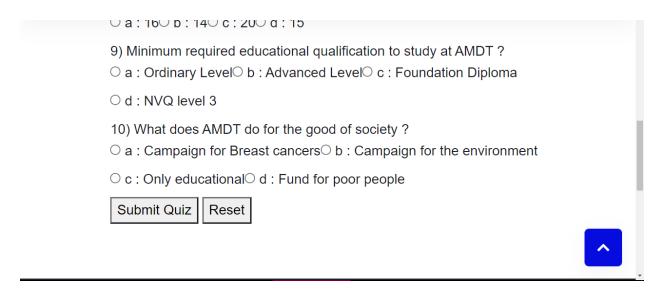




Usability principles

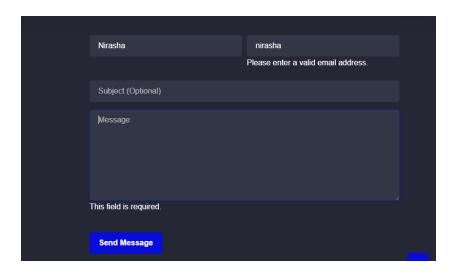
Here are the usability principles that I have used to create my website.

1. User control and freedom



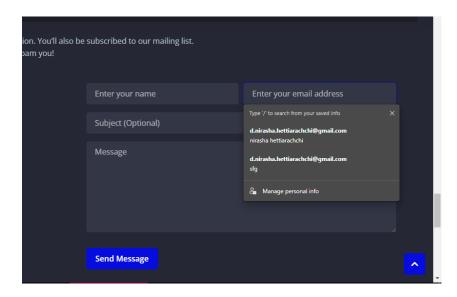
I used this principle for AMDT Quiz page. When users couldn't get 12 out of 20 points, they can play the quiz again by clicking on reset button.

2. Error Preventing

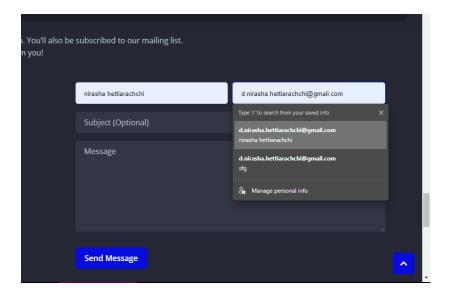


If users input a wrong email or if users not filling required fields, above messages appear when submitting.

3. Recognition rather than recall



In the contact us page, I used recognition rather than recall principle. If users have visited the AMDT website before, they no need to input same details again.



When they move the mouse icon, the details start to visible automatically.

Feedback



As this feedback, some parts of my website are not flexibility. So, by improving that parts, I can make this website better.