SOURCE CODE:

```
<!DOCTYPE html>
        <html lang="en">
        <!-- divinectorweb.com -->
        <head>
        <meta charset="UTF-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
        <meta name="viewport" content="width=device-width, initial-scale=1.0">
        <title>Responsive Resume website using html css</title>
        <link rel="stylesheet" href="styles.css">
        </head>
        <body>
        <div class="container">
        <div class="header">
        <div class="img-area">
        <img src="image.jpg" alt="candiateimage">
        </div>
        <h1>UI-UXLAB</h1>
        <h3>Full-Stack Web Developer</h3>
        </div>
        <div class="main">
        <div class="left">
        <h2>Personal Information</h2>
        <p><strong>Name:</strong> UI-UXLAB</p>
        <p><strong>Age:</strong> 30</p>
        <p><strong>Email:</strong> jholder@email.com</p>
        <p><strong>Phone:</strong> 000 000 0000</p>
        <h2>Skills</h2>
        <ul>
        <li>HTML/CSS</li>
        <li>JavaScript</li>
        <li>React</li>
        <li>Node.js</li>
        <li>SQL</li>
        </ul>
        <h2>Education</h2>
        <h3>B.Sc in Computer Science</h3>
        <p>University of XYZ, 2014-2018</p> <br>
        <h3>M.Sc in Computer Science</h3>
        <p>University of XYZ, 2019-2020</p>
        </div>
        <div class="right">
        <h2>Work Experience</h2>
        <h3>XYZ Company</h3>
        <p><strong>Position:</strong> Software Developer</p>
        <p><strong>Duration:</strong> 2018-2022</p>
        <ul>
        <li>Developed and maintained web applications using React, Node.js, and SQL</li>
        <li>Implemented responsive design using CSS flexbox and media queries</li>
        <li>Collaborated with cross-functional teams to deliver high-quality software
        products</li>
        </ul> <br>
```

```
<h3>ABC Company</h3>
<p><strong>Position:</strong> Web Developer</p>
<p><strong>Duration:</strong> 2016-2018</p>
<ul>
<li>Created and maintained websites using HTML, CSS, and JavaScript</li>
<li>Optimized website performance and user experience using best practices</li>
<li>Worked with clients to understand their needs and deliver custom solutions</li>
</ul>
</div>
</div>
</div>
</body>
</html>
```

Styles.css

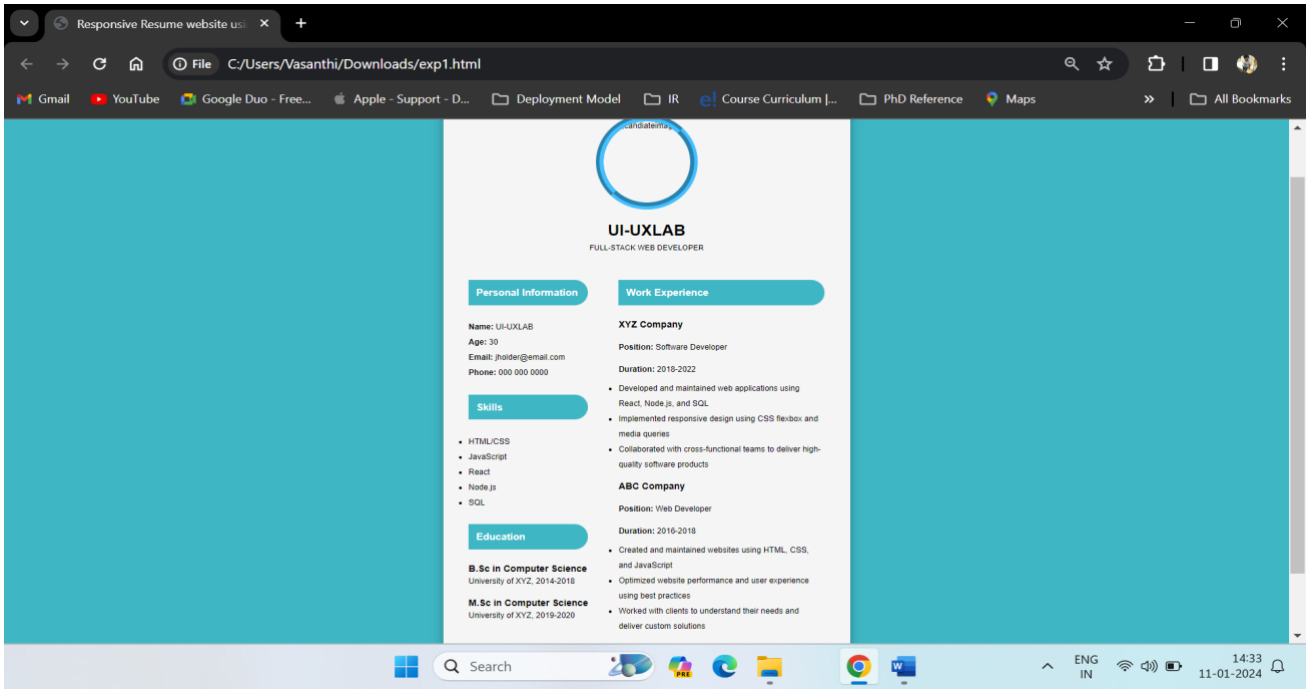
```
* {
box-sizing: border-box;
margin: 0;
padding: 0;
font-family: 'Montserrat', sans-serif;
}
body {
background: #00b6c4;
}
.container {
background: #f5f5f5;
max-width: 800px;
margin: 60px auto;
height: 1250px;
padding: 20px;
box-shadow: 0 2px 20px rgba(0, 0, 0, 0.3);
}
.header {
text-align: center;
}
.header h1 {
margin-bottom: 10px;
}
.header h3 {
text-transform: uppercase;
font-size: 15px;
font-weight: 500;
}
.img-area {
width: 200px;
height: 200px;
border-radius: 50%;
overflow: hidden;
margin: 25px auto;
border: 15px groove deepskyblue;
}
.img-area img {
width: 100%;
```

```
}
.main {
display: flex;
flex-wrap: wrap;
}
.left {
```

```
flex: 1;
padding: 30px;
}
.left p {
line-height: 2;
}
.left ul li {
line-height: 2;
}
h2 {
background: #00b6c4;
padding: 15px;
color: #fff;
margin: 30px 0;
font-size: 20px;
border-radius: 0 50px 50px 0;
}
.right {
flex: 1;
padding: 30px;
}
.right h3 {
margin-bottom: 15px;
}
.right p {
line-height: 2.9;
}
.right ul li {
line-height: 2;
}
@media only screen and (min-width: 768px) and (max-width: 991px) {
.container {
width: 95%;
height: auto;
}
h2 {
font-size: 18px;
}
}
@media screen and (max-width: 600px) {
.main {
flex-direction: column;
}
.left, .right {
```

```
flex: none;
width: 100%;
}
.container {
CCS3704UI/UX LAB
Downloaded by Saranya S (saranya.sjit2023@gmail.com)
lOMoARcPSD|34076463
PIT/CSEIII YRV SEM
width: 95%;
height: auto;
}
h2 {
font-size: 15px;
}
}
```

OUT PUT

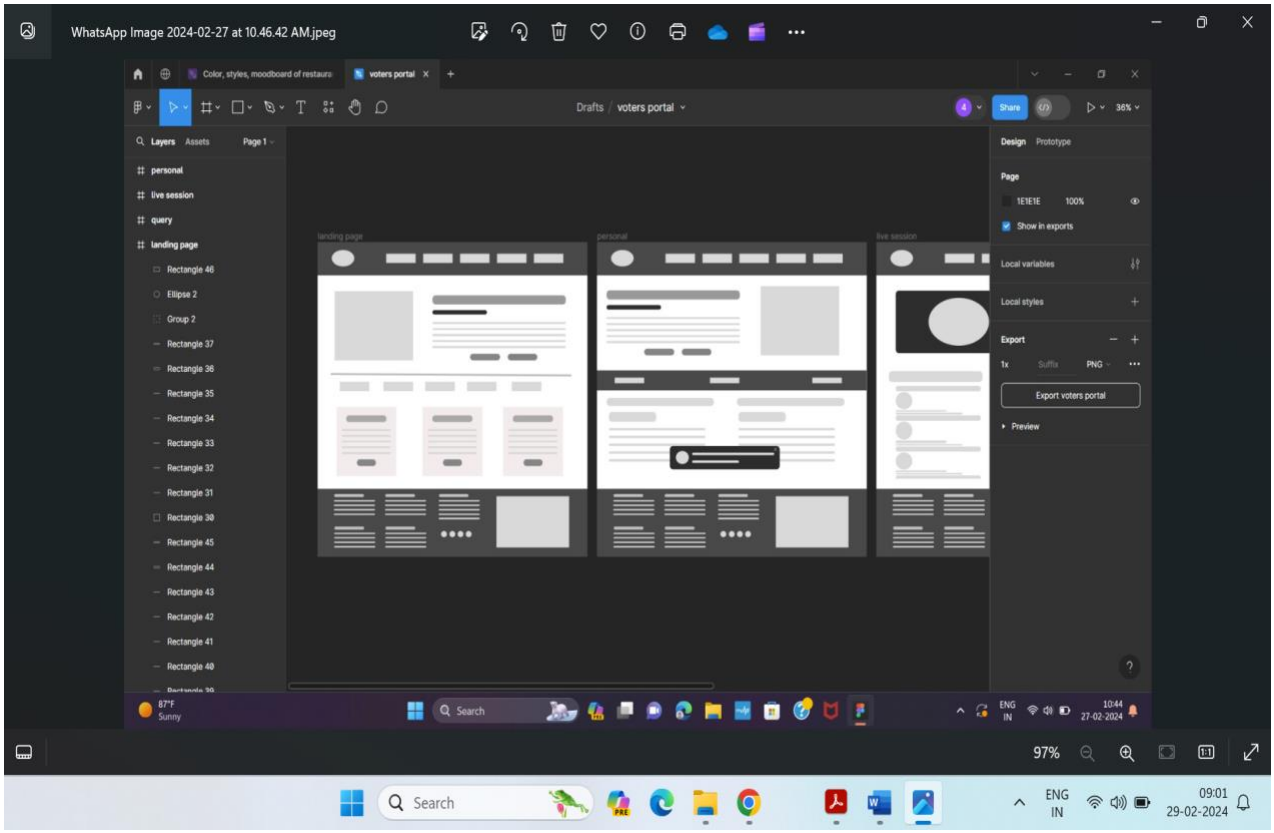


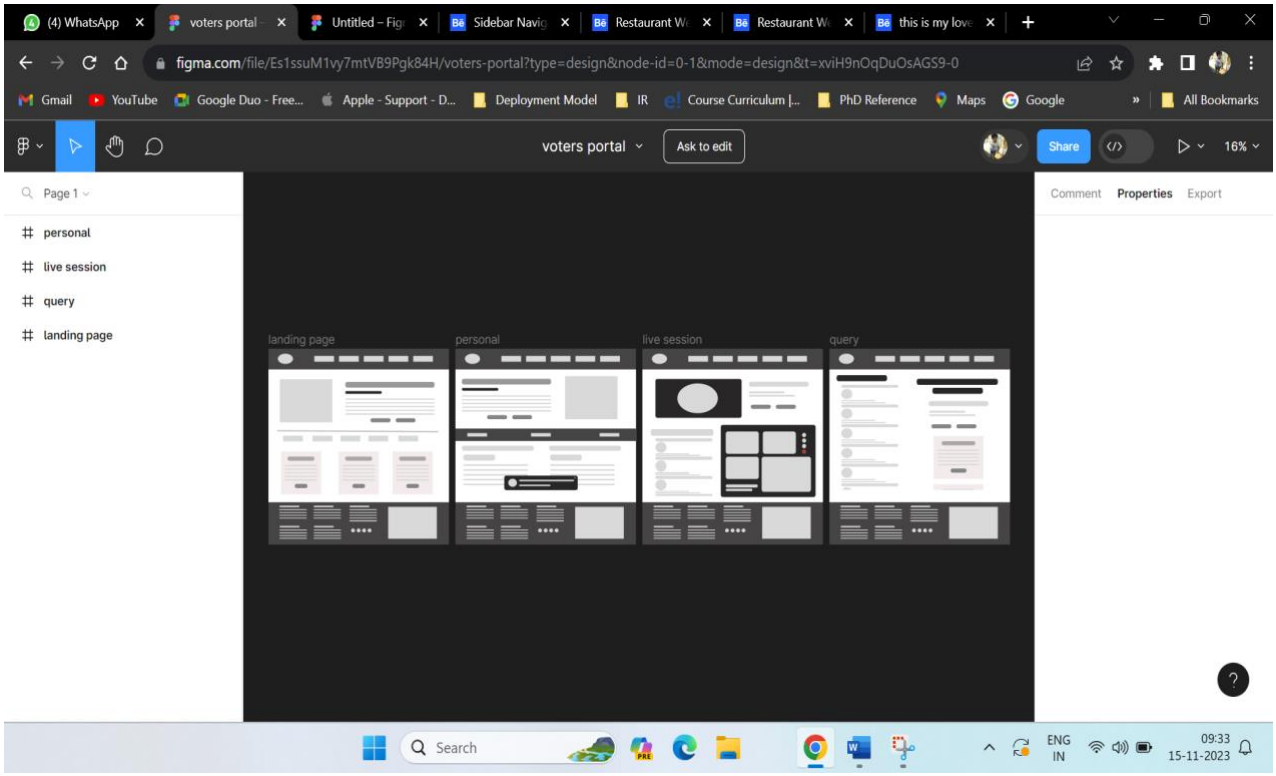
RESULT :

PROCEDURE :

1. Identify the primary goals and requirements of voters using the portal. Understand user needs, pain points, and expectations.
2. **Create User Personas :** Develop user personas representing different voter demographics to guide design.
3. **Identify Core Features:** List essential features such as voter registration, information access, election details, polling locations, and any interactive elements.
4. **Create Information Architecture :** Create basic wireframes for key pages like the homepage, registration form, voter information page, and election details.
5. **Basic UI Elements:** Utilize simple design elements such as rectangles for buttons, placeholders for images, and basic shapes to represent icons.
6. **Design Navigation Structure:** Outline the navigation flow between pages. Use arrows or simple lines to represent the sequence of actions a user might take.
7. **Placeholder Text:** Use placeholder text to represent content and labels. Focus on conveying the information hierarchy without getting into detailed copy.
8. **Choose Design Tool:** Select a low-fidelity design tool Figma to create basic wireframes.
9. Share the low-fidelity wireframe. Plan for the transition to high-fidelity design once the low-fidelity wireframes have been validated and refined.
10. We can create a low-fidelity design concept for a Voters Portal that serves as a foundational guide for the subsequent phases of UI/UX design and development.

OUT PUT :

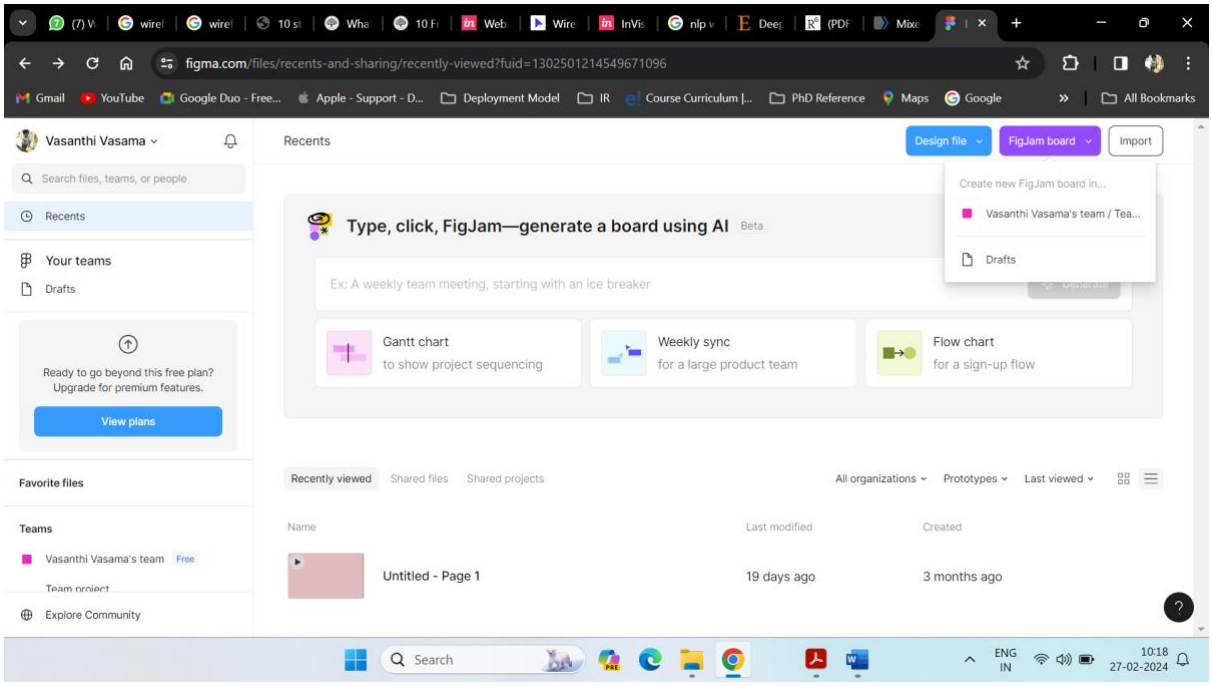




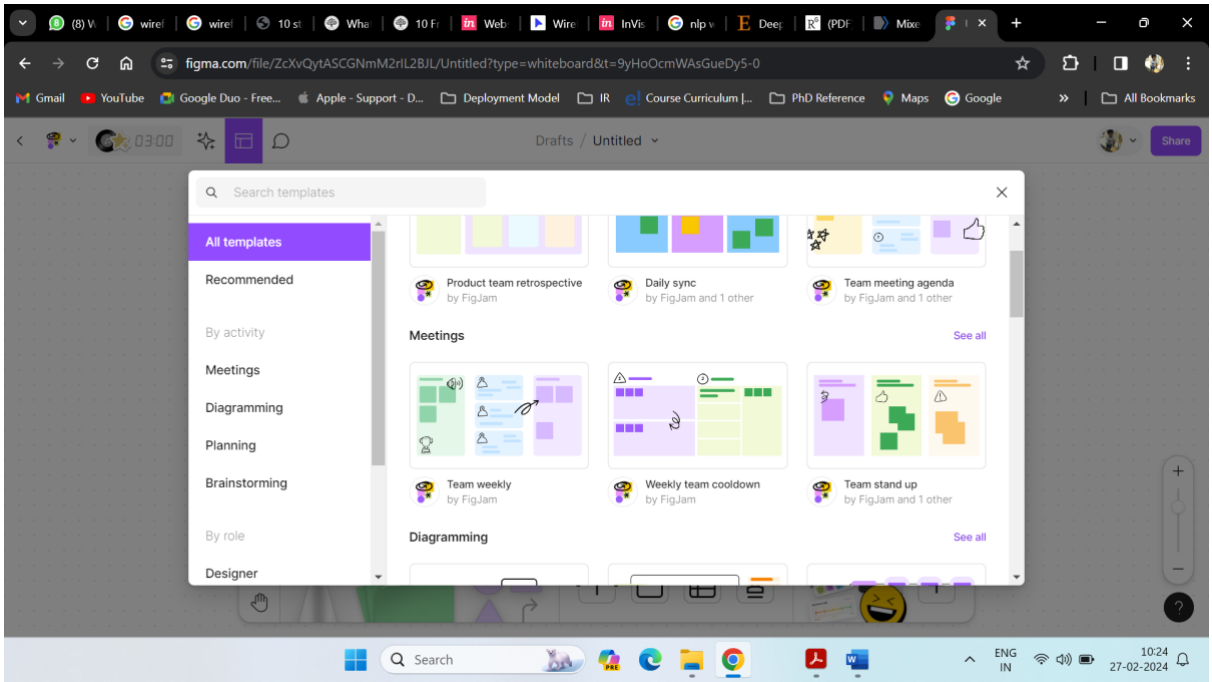
RESULT :

PROCEDURE:

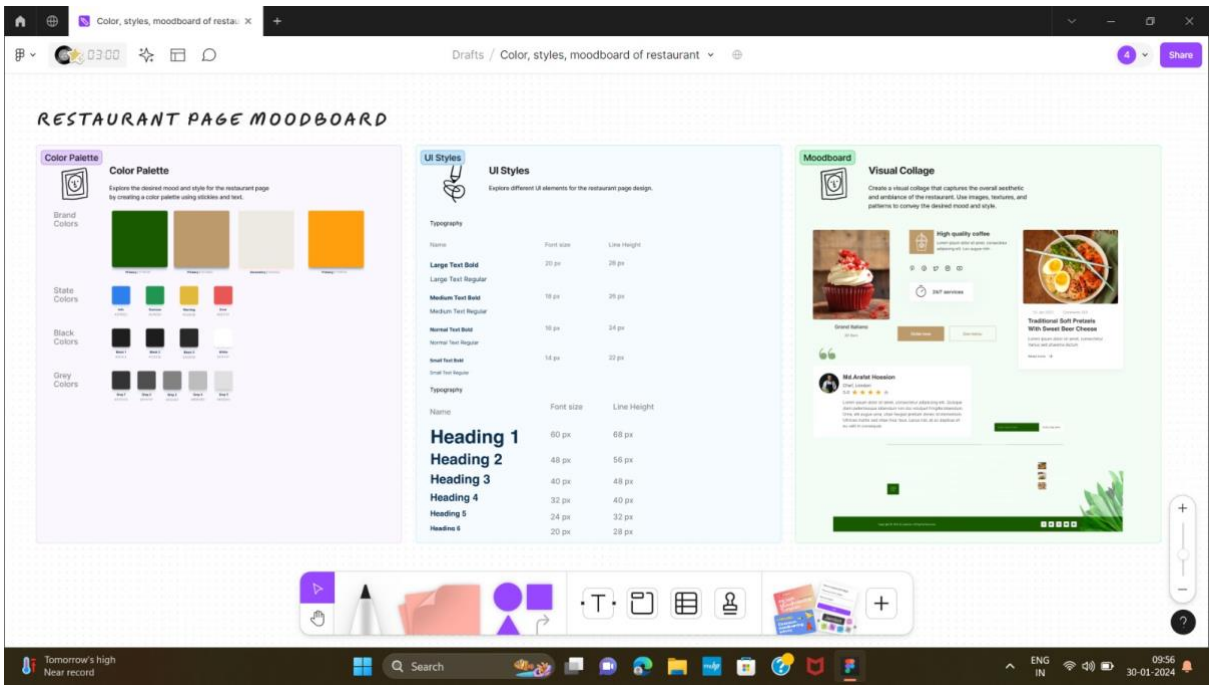
Step 1 : Open a Figma application and create a new figjam application



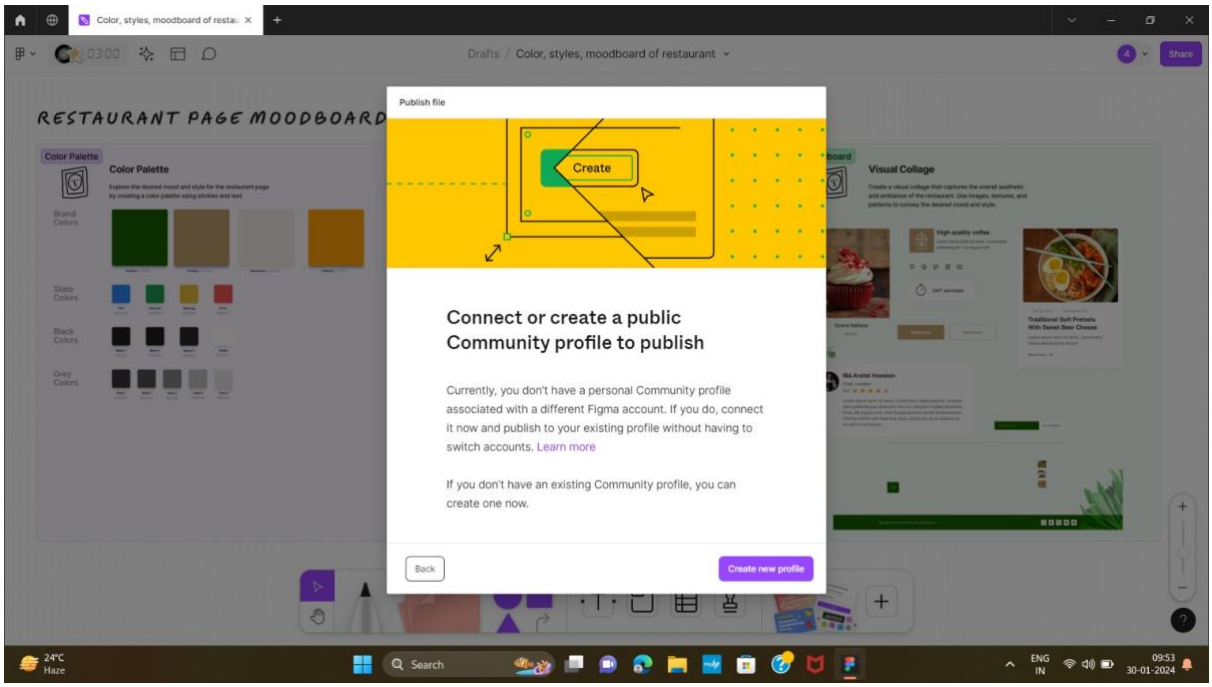
Step 2: Choose an template to décor the color, UI styles and Moodboard for a Restaurant page.



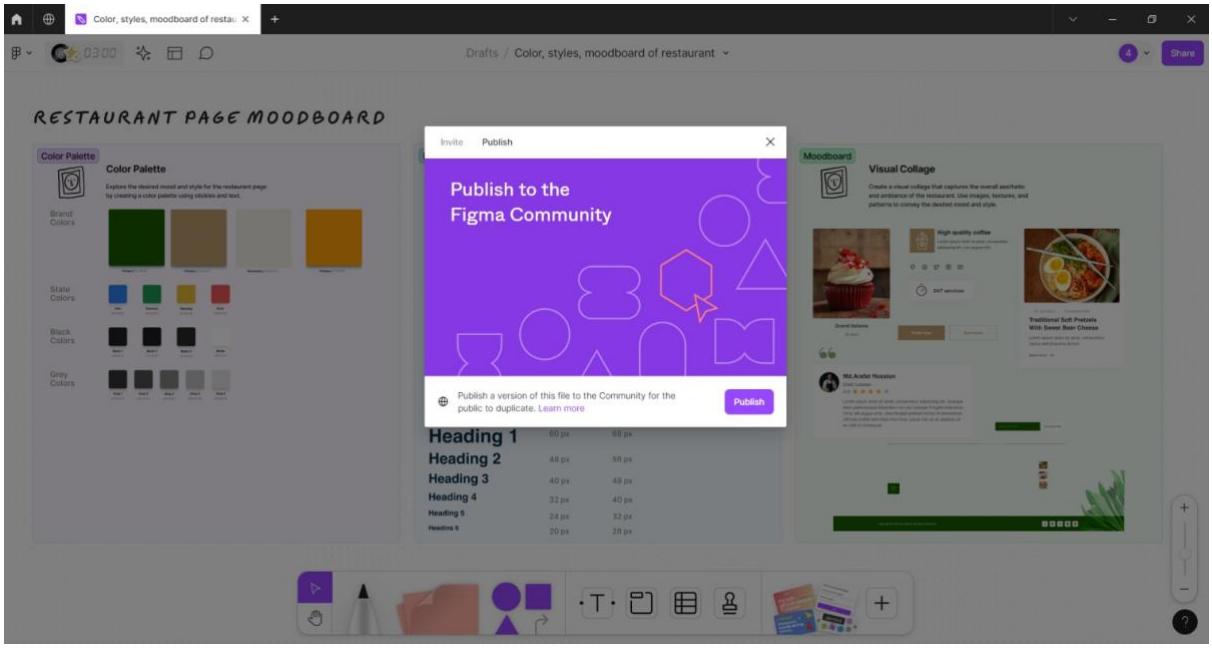
Step 3: Divide into three sections and create a color palette used in restaurant page in section 1 and User Interaction styles in section 2 and moodboard collections, images used in the landing page



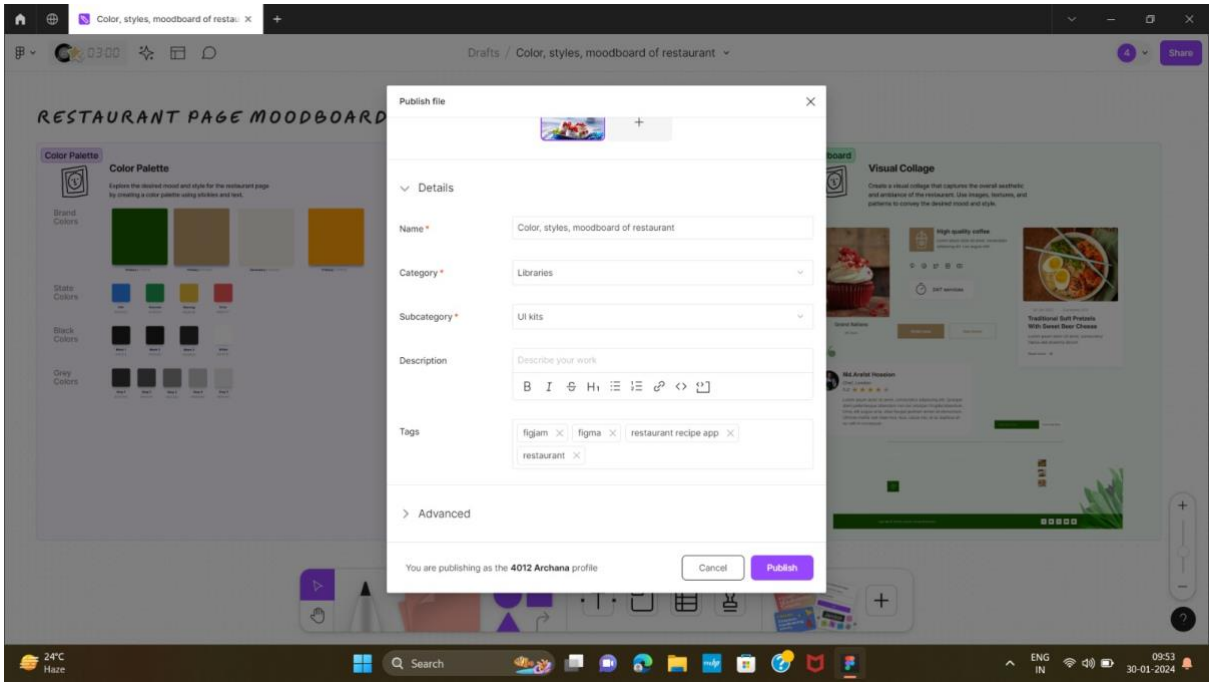
Step 4: After finishing the design, click share button at the top-right corner of the page to create and publish to the Figma community



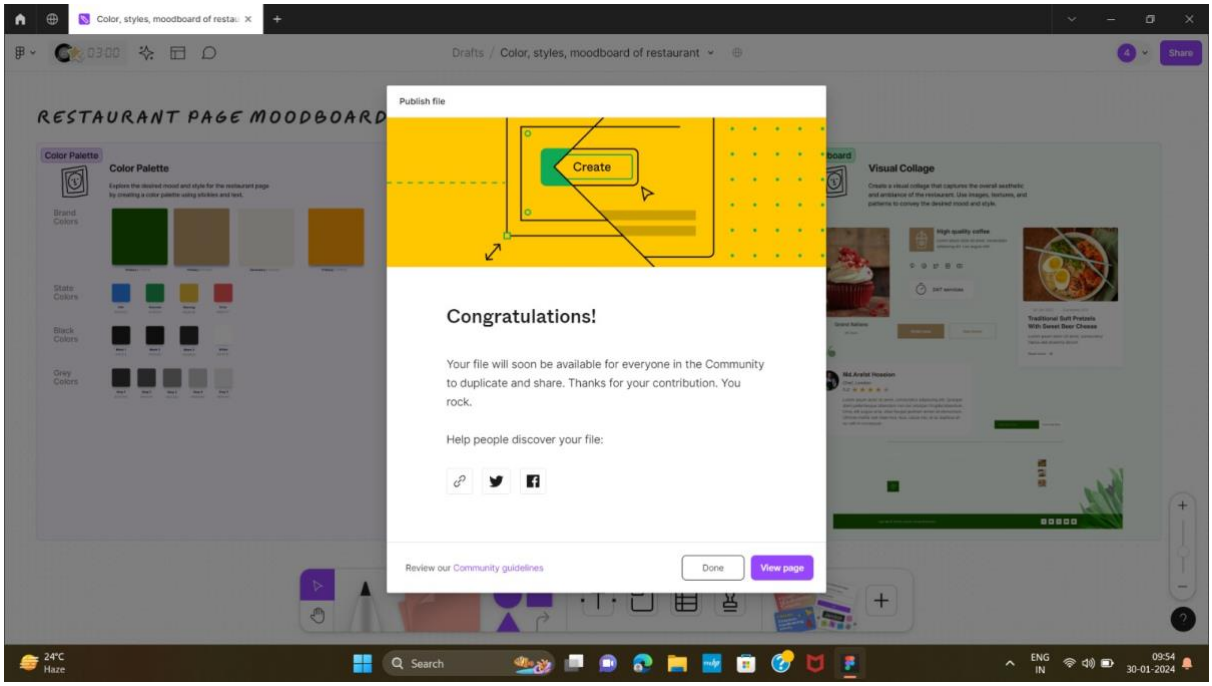
Step 5: Setup a Figma community profile and click the “publish” button as showed in the figure.



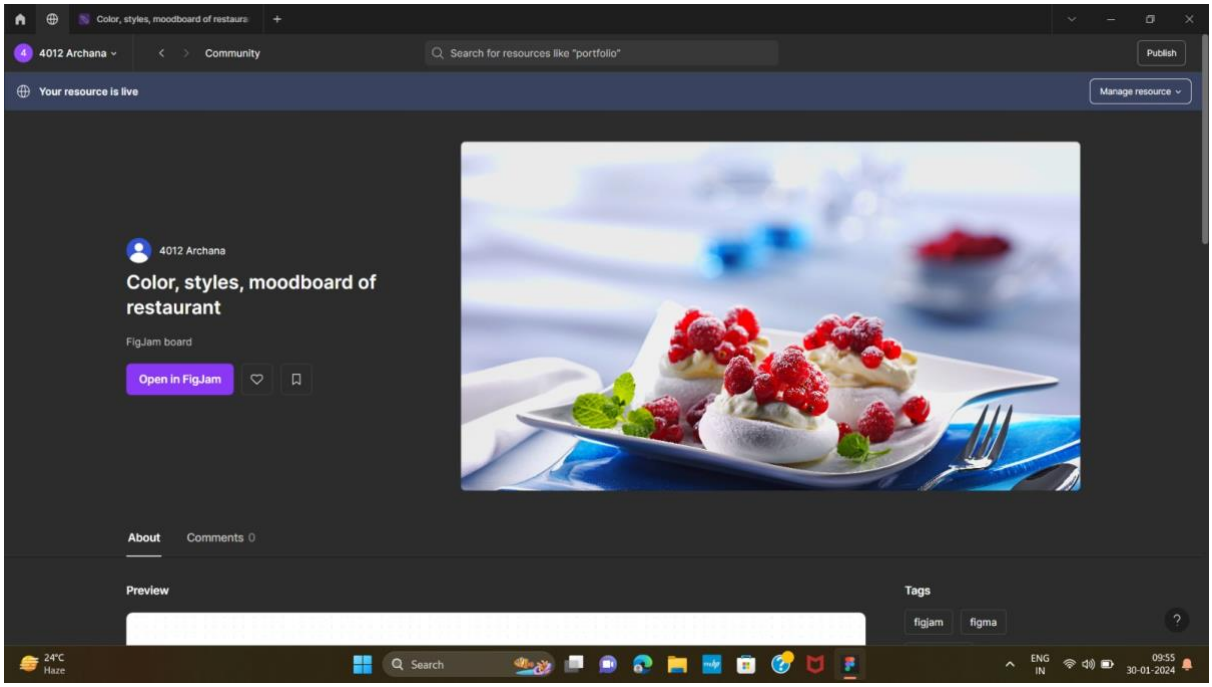
Step 6: Fill the required details like Name of the project, Category that the project (Library)resides on, and an subcategory of a project (UI kits) and an landing page image to upload in publish file.



Step 7: Click the publish button and a prompt appears as to view the published page.



Step 8: The project has been published under your Figma community profile. We can use the published work for other projects and can easily collaborate with the likelihood peoples.



RESULT :

Design Thinking:
If we are thinking about becoming a UX/UI product designer, we should be familiar with the design thinking approach.
Design thinking has only continued to develop with the exponential growth of the tech industry.
Design thinking is now considered a key concept in user-centered design.
design thinking is an approach to problem-solving that focuses on innovation and creation.
The five phases of design thinking:

- Empathize
- Define
- Ideation
- Prototype
- Test

The five stages of the design thinking process:

Design thinking is a five-stage process as defined by the XXXXX of Design. The stages are flexible and do not always need to be followed in order. Teams may run them in parallel or out of order and re-visit stages as needed in the iterative process.

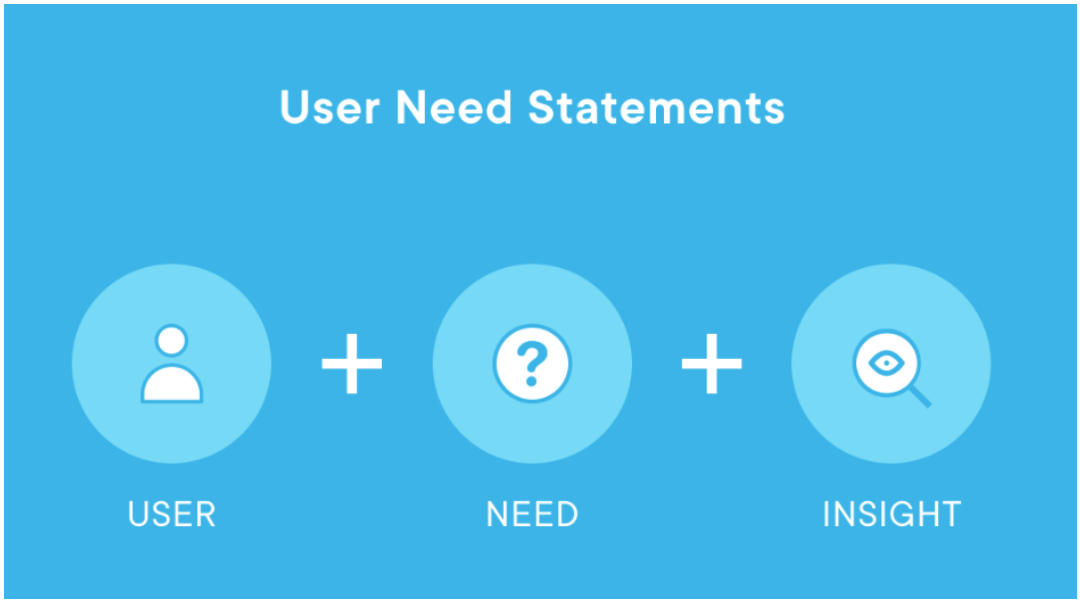
Stage 1: Empathy — understand the needs of people

The first stage of the design thinking process is to gain an empathic understanding of the problem you are trying to solve. Understanding the human point of view is crucial.

This is when designers go into detective mode to get to know the user and understand their desires, needs, and objectives when interacting with a product or service.

This detective-designer will come to understand the "problem space," or what is currently hindering the completion of the task. This looks like conducting user research by observing people and/or asking questions.

During this phase, designers set aside their own beliefs and assumptions.



They get into the mind of the user on an emotional and psychological level to come up with actionable insights. And then use insights from stage one to inform the remaining stages.

Stage 2: Define — state the user's needs and problems

Next, the designer must clearly define the user's needs and problems. They begin by making sense of the data and observations gathered during stage one, for example:

What patterns do they see?

What did they hear most often?

What difficulties did the users have?

Once the team has identified core issues with the product or service, they formulate a problem statement. The problem statement should remain user-centric. Once designers have put the problem into words, they start to come up with solutions and ideas.

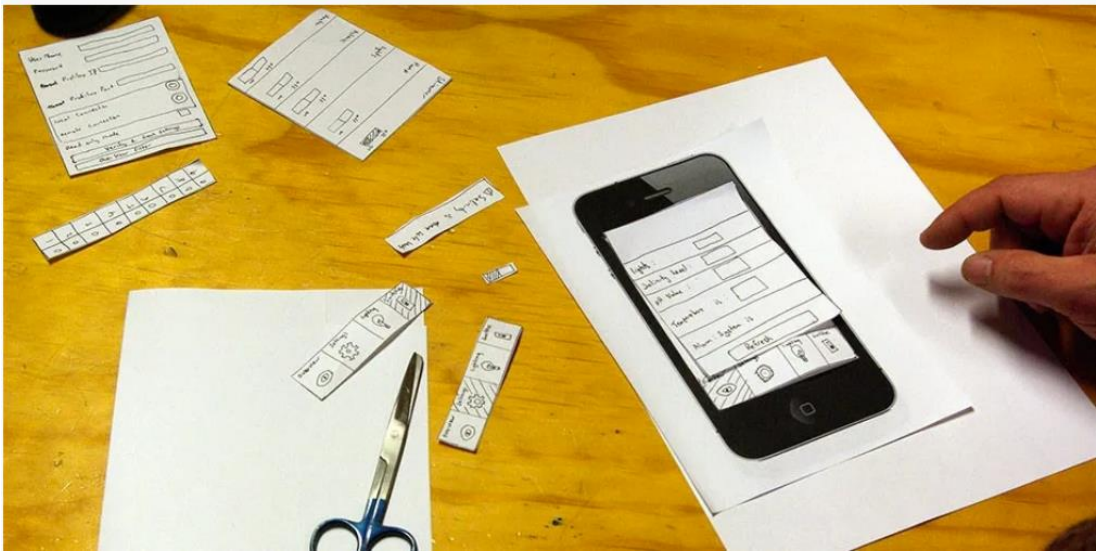
Stage 3: Ideation phase — come up with innovative ideas

Design teams get to be wildly creative when problem-solving in the third stage — ideation. With an understanding of the end-user and a clear problem statement, designers hold collaborative ideation sessions and use ideation techniques. Brainstorm, Worst Possible Idea, and SCAMPER are all ideation techniques that designers use to come up with possible solutions.

The goal of an ideation session is to look at the problem from all angles and generate as many ideas as possible. The SCAMPER List is (Substitute, Combine, Adapt, Modify, Put to another use, Eliminate, Reverse) in order to improve it.

At the end of the ideation stage, the best ideas will move forward to the next phase, prototyping.

Stage 4: Prototype — start creating solutions



The next step in the design thinking process is prototyping. It's about taking all the ideas from stage three and creating tangible products to experiment with. This is important because it allows designers to test and validate their ideas quickly and cheaply.

Prototypes can take many forms — low-tech sketches, storyboards, and rough paper prototypes to mocked up, coded apps on the high end. With the high or low-fidelity prototypes, it's time to investigate and run experiments to see if the solutions generated in the previous stages function. Although a designer may personally like one prototype the best, this phase aims to identify the best possible solution for each of the problem statements, always keeping the end-user in mind.

Once you've agreed on the best prototype, you are ready to test your product in the last stage.

Stage 5: Test — try out solutions

n the last stage, evaluators rigorously test the complete product. Although this is the last stage in the design thinking process, it's not likely the end. The results either confirm or challenge the solutions from a previous stage. Since design thinking is iterative, designers examine the results and head back to previous steps, constantly making changes, refining, and improving.

Remember, these hands-on steps are not necessarily sequential, and teams may revisit them as needed.

Example:

Design Thinking process to the context of Uber Eats, the food delivery platform.

1. Empathize:

Understand the users' needs, pain points, and behaviors related to food delivery.

Example: Conduct user interviews, surveys, and observe user behaviors to discover that users want faster delivery times, more restaurant choices, and a seamless ordering experience.

2. Define:

Clearly articulate the problem based on user insights.

Example: Define the problem as "Users desire a faster and more diverse food delivery experience but often face challenges with delayed deliveries and limited restaurant options."

3. Ideate:

Generate a wide range of creative solutions to address the defined problem.

Example: Host brainstorming sessions with a diverse team to generate ideas such as improving delivery algorithms for efficiency, partnering with a wider range of restaurants, or introducing a subscription model for faster deliveries.

4. Prototype:

Create tangible representations of the selected ideas.

Example: Design prototypes for a revamped user interface with improved search and filter options, a subscription model for faster deliveries, and a revised algorithm for more accurate delivery estimates.

5. Test:

Gather feedback on the prototypes, iterate, and refine based on user responses.

Example: Conduct usability testing with a sample group of users to evaluate the new features. Collect feedback on the effectiveness of the changes and iterate the design based on user suggestions.

6. Implement:

Develop the final product incorporating the refined features.

Example: Implement the redesigned interface with improved search and filtering options, launch a subscription model for faster deliveries, and deploy an updated algorithm for more accurate delivery estimates.

7. Evaluate:

After the implementation, continuously gather feedback and make improvements.

Example: Monitor user reviews, analyze data on delivery times and user engagement, and make continuous improvements to the app based on user feedback and performance metrics.

Throughout this process, Uber Eats would need to maintain a user-centric approach, involving input from both customers and delivery partners.