HMI EXPERIMENT 6

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Date of Experiment:	Date of Submission:
Grade:	

AIM

Design website for an application of the selected domain with home page and subsequent pages.

B.1 Tools used to develop application:

Languages Used:

- ➢ HTML
  - HTML stands for HyperText Markup Language, which is the most widely used language on the Web to develop web pages.
  - HTML is being widely used to format web pages with the help of different tags available in HTML language.

- ➢ CSS
  - Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable.
  - CSS is a MUST for students and working professionals to become great Software Engineers especially when they are working in Web Development Domain.

- ➢ Bootstrap 5
  - Bootstrap is the most popular front-end framework in recent times.
  - Bootstrap 5 is the newest version of Bootstrap; with new components, a faster stylesheet, and more responsiveness.
  - It is a sleek, intuitive, and powerful mobile first front-end framework for faster and easier web development. It uses HTML, CSS, and Javascript.

- ➢ JavaScript
  - JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications.

- It is complementary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform.

B.2 Choice of User Interface Elements:

➢ <nav>
- The <nav> element in HTML is used to set navigation links in an HTML document. This tag was introduced in HTML5.
- Browsers, such as screen readers for disabled users, can use this element to determine whether to omit the initial rendering of this content.

➢ <img>
- The <img> tag is used to embed an image in an HTML page.
- Images are linked to web pages. The <img> tag creates a holding space for the referenced image.
- The <img> tag has two required attributes:
  - src - Specifies the path to the image
  - alt - Specifies an alternate text for the image, if the image for some reason cannot be displayed

➢ <input type=”radio”>
- The <input type="radio"> defines a radio button.
- Radio buttons are normally presented in radio groups (a collection of radio buttons describing a set of related options).
- Only one radio button in a group can be selected at the same time.

➢ <button>
- The form attribute specifies the form the button belongs to.
- The value of this attribute must be equal to the id attribute of an <form> element in the same document.

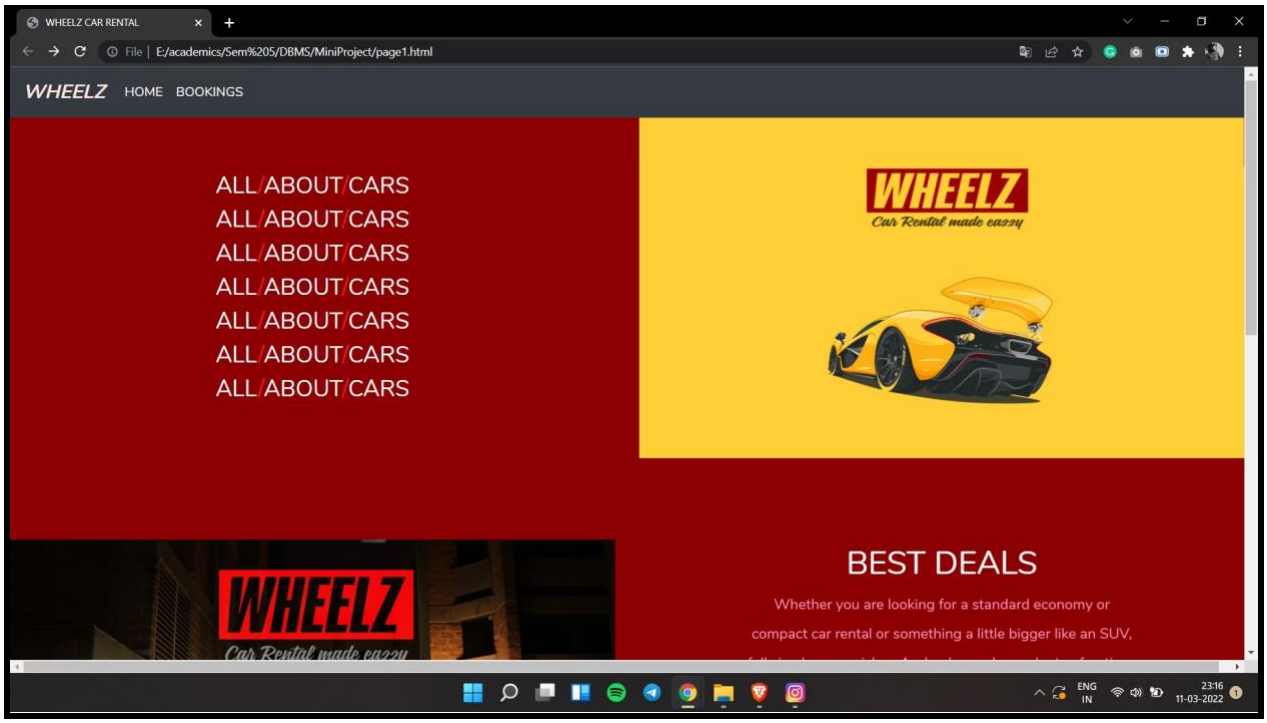
B.3 What is persona? List out the procedures you used to create the persona of your application?

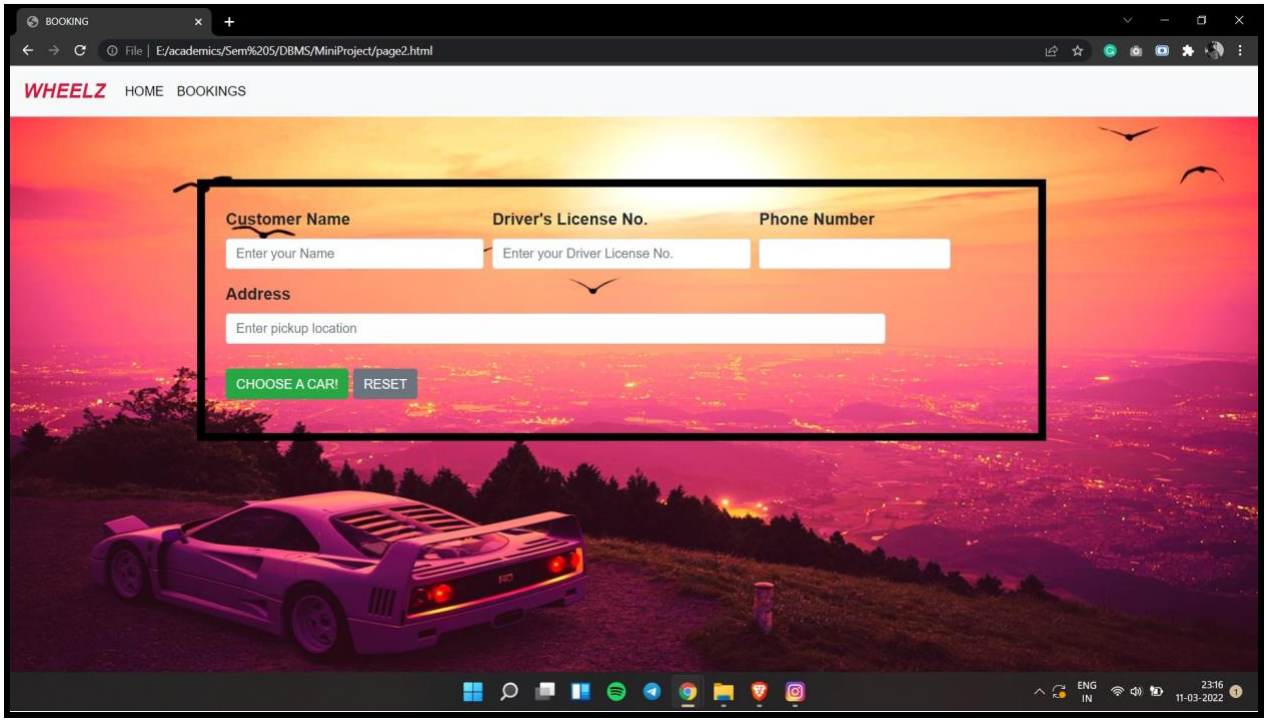
Personas are fictional characters, which you create based upon your research in order to represent the different user types that might use your service, product, site, or brand in a similar way. Creating personas helps the designer to understand users’ needs, experiences, behaviors, and goals.

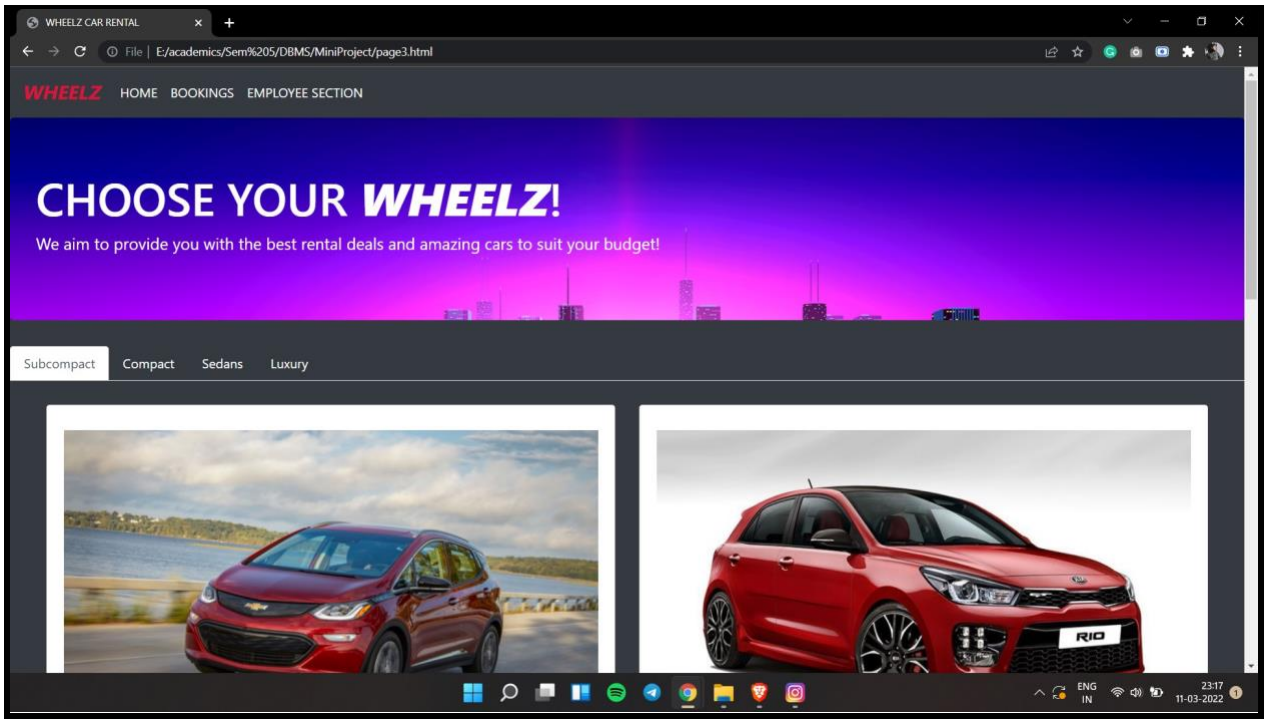
1. Recognize user behavioral patterns.
2. Schedule interviews based on user behavior.
3. Recognize trends in user behavior.
4. Create a variety of user attributes and appropriate goals.

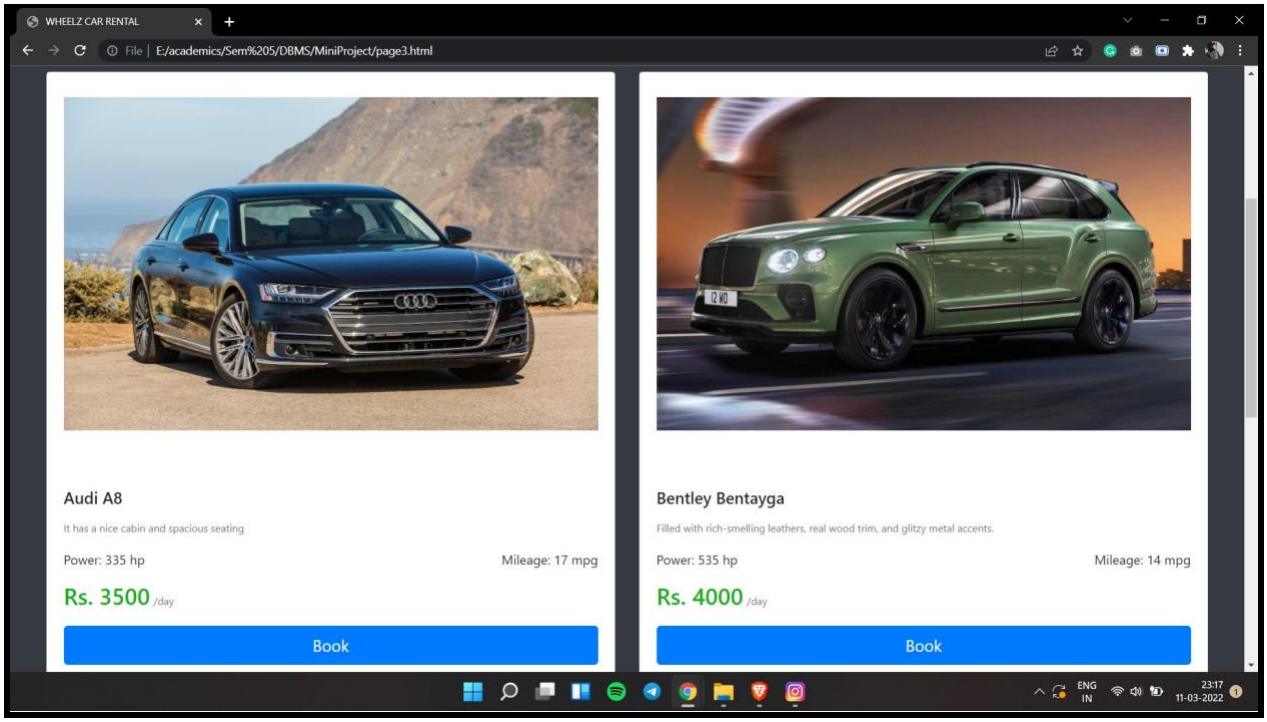
5. Verify if the goals are complete.
6. Describe all of the user's characteristics and behaviour.

B.4 User Interface Designs:






WHEELZ CAR RENTAL
File | E:/academics/Sem%205/DBMS/MiniProject/page3.html
WHEELZ
HOME
BOOKINGS
EMPLOYEE SECTION
CHOOSE YOUR WHEELZ!
We aim to provide you with the best rental deals and amazing cars to suit your budget!
Subcompact
Compact
Sedans
Luxury
RIO
ENG
IN
23:17
11-03-2022


WHEELZ CAR RENTAL
File | E:/academics/Sem%205/DBMS/MiniProject/page3.html
Audi A8
It has a nice cabin and spacious seating
Power: 335 hp
Mileage: 17 mpg
Rs. 3500 /day
Book
Bentley Bentayga
Filled with rich-smelling leathers, real wood trim, and glitzy metal accents.
Power: 535 hp
Mileage: 14 mpg
Rs. 4000 /day
Book
ENG
IN
23:17
11-03-2022

B.5 How do the design guidelines and principles help in creating your application?

It assisted in the building of a clear, compatible, complete, direct, adjustable, consistent, regulated, efficient, and adaptable website for this experiment.

B.6 Conclusion:

After the successful completion of this experiment, we were able to apply the HMI principles and guidelines in designing an interactive user interface