Group 03

Bilinguo UI Prototype

Version 1.0

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UI Prototype	Date: 25/05/2024
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Revision History

Date	Version	Description	Author
25/05/2024	1.0	Add UI for the main screen, key scenarios and provide the description below each screen.	Tấn Phát Ngọc Châm

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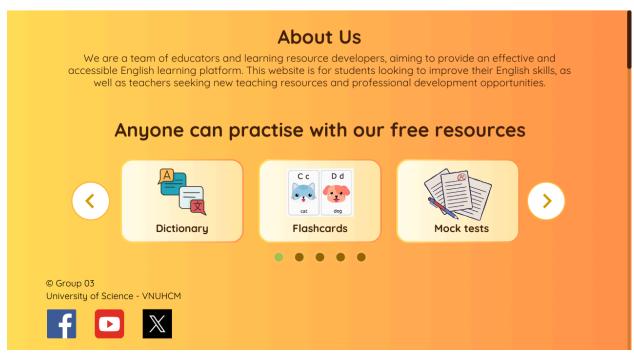
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1. Homepage





- **Purpose:** Introduce an overview of Bilinguo, including information about the development team, key features, and contact details.
- User guide: From the main screen, users can choose to Sign in, Sign up for a new account, view update notifications (Notice), and access detailed information about the software (About).

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2. Sign in

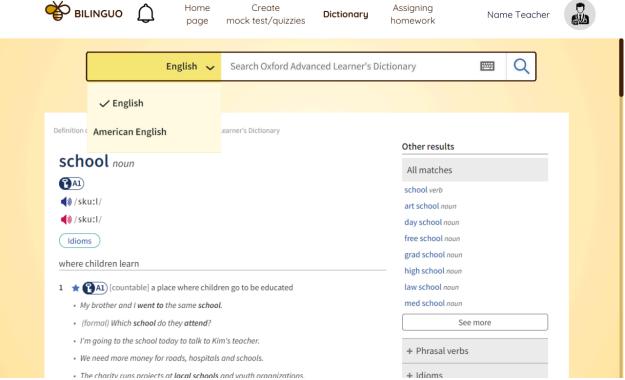




- Purpose: Users log in to save their data when using the platform and to differentiate themselves from other users.
- User guide:
 - + Admins and teachers log in using special accounts provided before without needing to register themselves.
- + Learners log in with registered accounts; if they don't have an account, they can choose to **Sign up** to create a new one
- + Users can click on the **Forgot password** section to retrieve their password if they forget it.

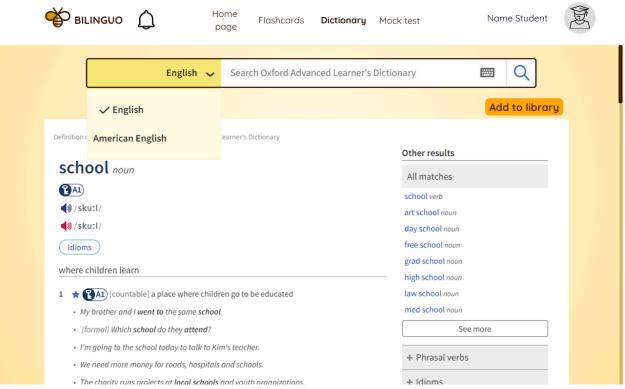
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3. Dictionary



- Purpose: Look up vocabulary to see their meanings and related examples.
- User guide: Users can choose the language they want to use and input the vocabulary into the text input box to look up its meaning.

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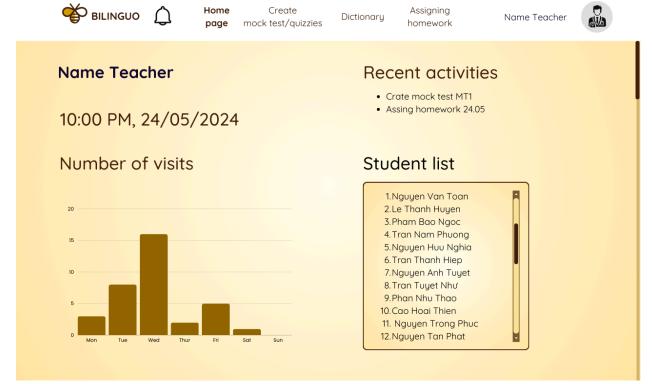


For the learner role, users can utilize the "Add to library" feature to add vocabulary to their flashcard library.

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4. Teacher role

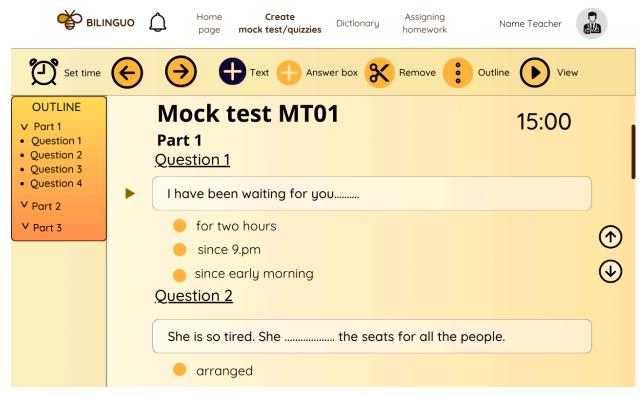
4.1. Teacher's Homepage



- **Purpose:** Display a dashboard for class information statistics and linked to key features.
- User guide: From the main screen, teachers can view essential information about the class, personal profile, new notifications, Create mock test/quizzies, look up dictionary terms (Dictionary), and Assigning homework.

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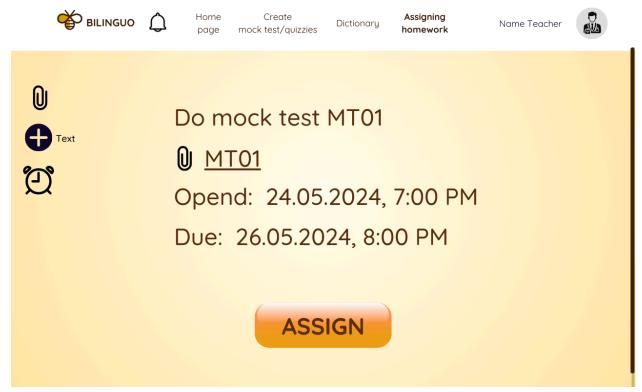
4.2. Create mock test/quizzies



- Purpose: Create quizzes to assess learners.
- User guide: On the test creation screen, teachers can add questions and answers for each section. Teachers can edit the quiz using features like Text, Answer box, Remove, Outline, and Set time.

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4.3. Dictionary

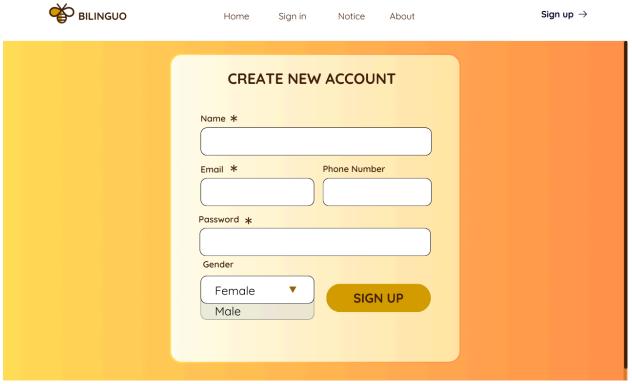


- Purpose: Assign homework for learners to practice.
- User guide: Teachers can attach homework files or create question sets. Teachers can set the deadline and click the **Assign** button to assign the homework.

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5. Leaner role

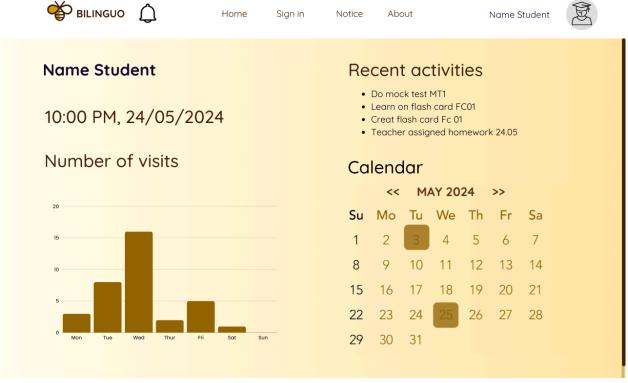
5.1. Sign up



- Purpose: Create a new account for learners who don't have an existing one.
- User guide: Users input personal information such as name, email, phone number, password, gender, and then click the Sign up button.

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5.2. Leaner's homepage



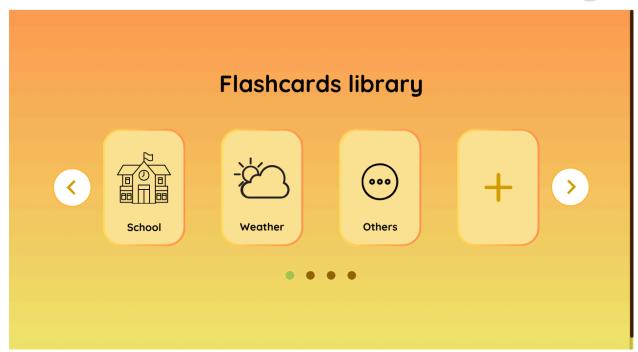
- Purpose: Enable learners to track class activities and deadlines.
- Usage guide: Learners can view a Calendar with marked deadlines, access statistics on user activity, and monitor ongoing activities.

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5.3. Flashcards

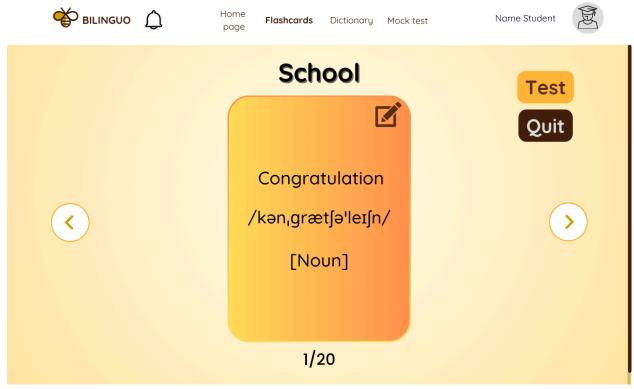
5.3.1. Flashcards library





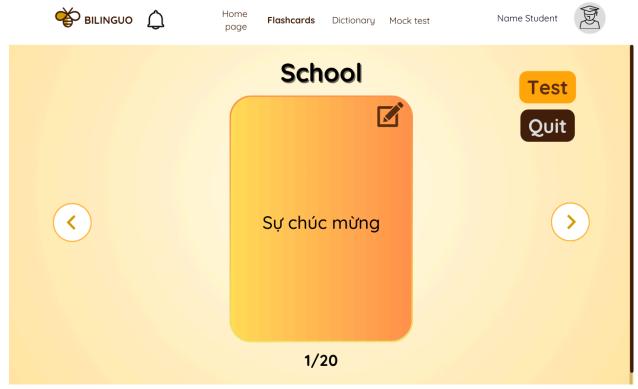
- Purpose: Allow learners to view their saved flashcard collections or create new ones.
- Usage guide: In the flashcards feature screen, learners can press on each album to select, view, edit, or create new flashcard albums.

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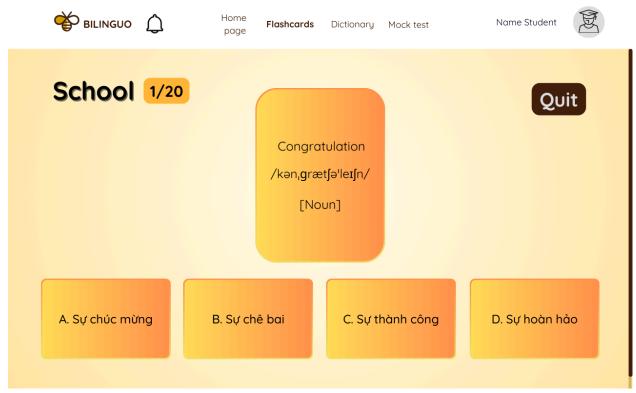
- After clicking on the 'School' flashcard album, users will be directed to the interface where they can view, edit, or create new flashcards within that specific album.

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- By tapping on each flashcard, users can flip them over to view the meaning of the word.
- Users can select the Test feature to assess their vocabulary retention.

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- After pressing the **Test** button, users will be directed to the test interface.

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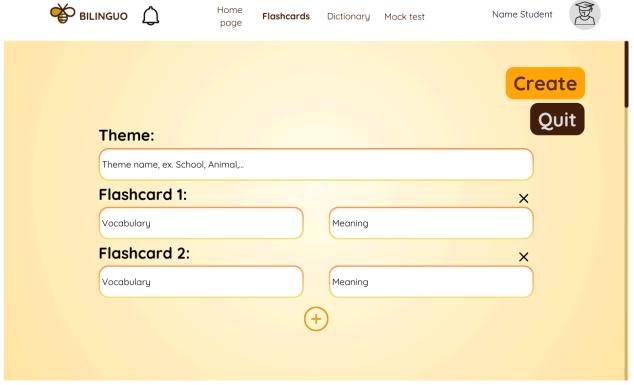
5.3.2. Create Flashcards





- Purpose: Create a new set of flashcards to learn additional vocabulary.
 Usage guide: On the flashcards library screen, users can click on the "+" icon to create a new set of flashcards.

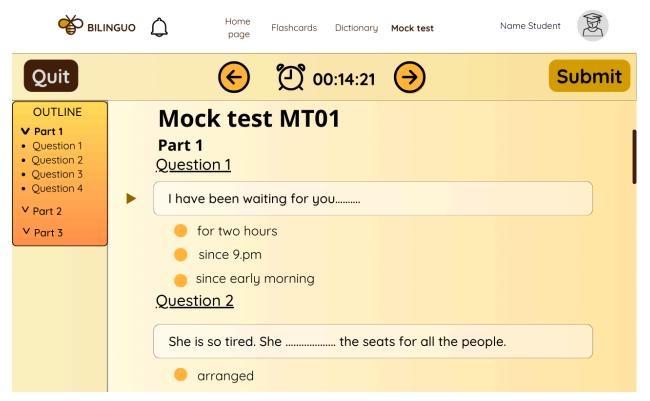
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- After selecting to add a flashcard, users need to input the topic name and flashcard information. Users can add flashcards by tapping on the "+" sign below the screen or delete flashcards by pressing the "x" icon on the right side of the flashcard.
- When editing is complete, users press the **Create** button to add the flashcard set to the library.
- Users can press the **Quit** button to cancel the flashcard creation process.

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5.4. Mock test

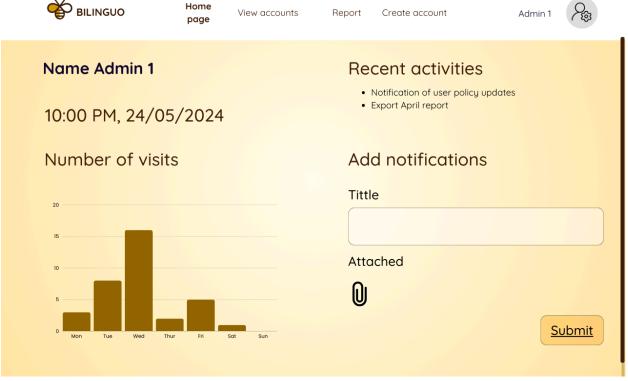


- Purpose: Assess learners' proficiency.
- Usage guide:
- + Users can prioritize sections to work on first in the outline section.
- + The test will be in multiple-choice format, with answers entered into the text box.
- + Users can view the remaining time in the middle of the screen.
- + After completing the test, users press the **Submit** button to submit their answers.
- + Users can exit the test by pressing the **Quit** button.

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6. Admin role

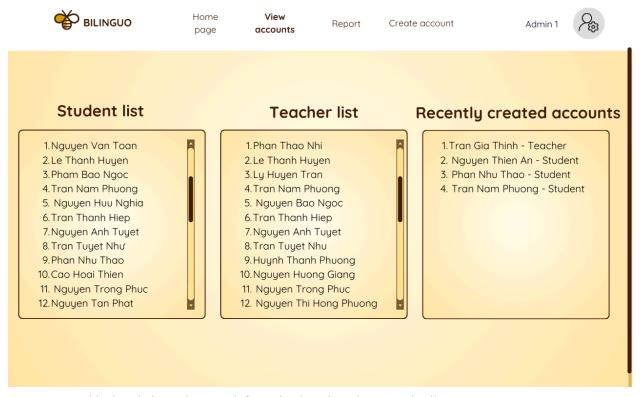
6.1. Admin's homepage



- Purpose: Aid the admin in tracking statistical information and delivering news updates to users.
- Usage guide: The admin can click on the Add notifications area to create notifications for users and then click Submit to send them.

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6.2. View accounts



- **Purpose:** Enable the admin to view user information by role and account details.
- Usage guide: There are three sections available: "Student list", "Teacher list" and "Recently created accounts" where the admin can view user information categorized accordingly.

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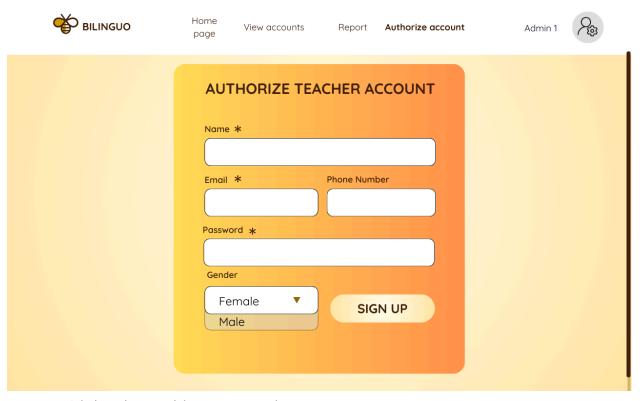
6.3. Report



- Purpose: Export user account statistics.
- Usage guide: The admin views the statistics information and clicks on **Export** to generate a file containing the statistics data.

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6.4. Authorize account



- Purpose: Admin assigns special accounts to teachers.
- Usage guide: The admin enters the personal information of the teacher and clicks Sign up to create the teacher's account.