# Bank Management System UI Design

Version 1.0

**Revision History** 

Date	Version	Description	Author
18/03/2021	1.0	Final Draft	An Thị Phương

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#### 1. Introduction

User interface design is considered as a dispensable element during design and implementation phase of the Bank Management System. The report provides general description of interface design and demonstrate the process of interface design.

The goal of the software design is to create a simple and usable web application and provides users just what they want. Therefore, we need simplicity in product development and product use as well. User interface design just fulfill this need with four mains elements: Usability, Visualization, Functionality and Accessibility.

#### 2. User Interface Standards

Give the reader an overview of the design standards that you will use to maintain consistency in the user interface throughout your system. Use illustrations as necessary. Discuss general screen layouts, common components (e.g., buttons, menus), general error handling, and navigation. You do not need to go into details such as colors and fonts. [Length will vary, but I would expect at least one overall screen layout illustration with explanations of the different screen areas, common components that will be used, and how the user will generally navigate through the system.]

For making user experience enjoyable, there are somethings that should be considered

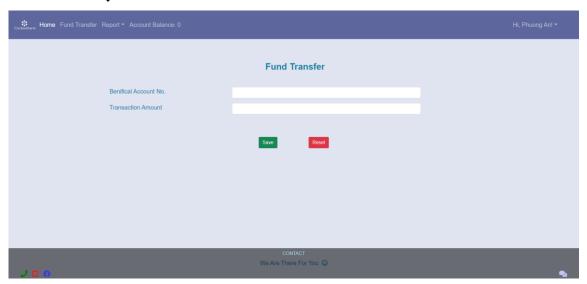
#### 2.1 Consistency

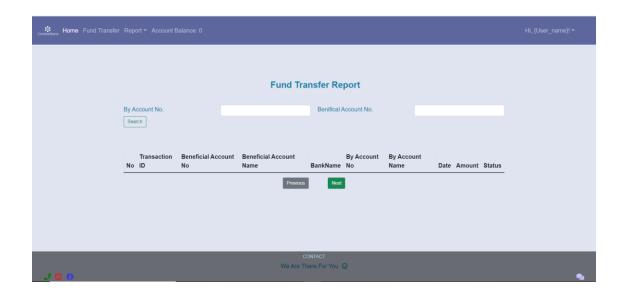
Inconsistent pages make users confusing when using the web application and makes things complex while inconsistency provides clarity. Some basic elements of an application user interface that designer should be consistent with are color scheme, style, borders, type and font size, background and effects.

• Consistency also means doing similar tasks in a similar way. In this application: Clicking on home button or bank's logo in the navigation bar always take the user to the homepage at all time.



Consistent page layout contains header (navigation bar), body and footer.
 For example, in the Fund Transfer and Fund Transfer Report, they are designed in the similar way:





The figures above describe how consistency is maintained in looks and features, so once user learns one of the page, it becomes easy for him to learn the rest as well.

#### 2.1 Responsiveness

The user might find it very annoying to keep waiting in a site and wonder how to react to a certain situation. The basic idea of the site being responsive is the site responding to the user actions. If the page takes long time to load, one can provide some visual graphical representation or any plain text that suggest the page is loading or tell them the progress status.

In the application, we use light graphic to minimize the problem. For some cases, if images cannot be loaded, alternative text stating what image it is, which help the user to at least understand the idea behind the problem.

On the other hand, with the help of Bootstrap, the responsiveness is stronger. We resize elements such as: text, image, icon, padding, ...in a page based on the size of the user's screen. For example, if the width of the user's screen is larger than 800px, the navigation bar will show all text link in one line as shown in below figure:



If the width smaller than 800px, the navigation bar will be shown as menu and it is expanded by clicking on menu icon like the below images:



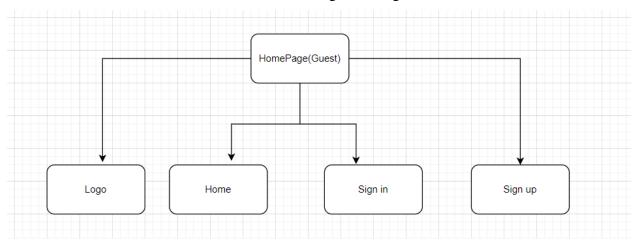


#### 2.2 Familarity and Simplicity

The system uses common terms to help users to familiarize with the website faster. For example, we use words: Home, Sign In, Sign Up, Sign Out, which are very common in other existing internet sites and some bank terms like Transfer, Amount, Account, Transaction is widely used, which helps users to skip understanding these parts of the site and also minimize the learning process.

#### 3 User Interface Walkthrough

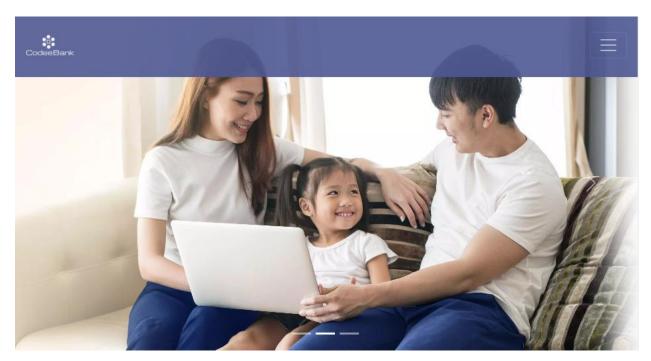
#### 1. Guest navigation diagram



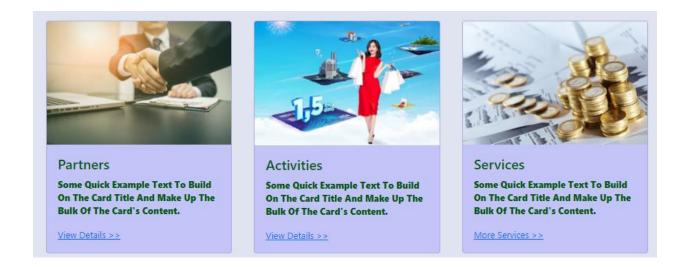
As a guest, the user can view some public information of the bank in home page by clicking on the logo or home link in the navigation bar. He can sign in or sign up if want to create a new account.



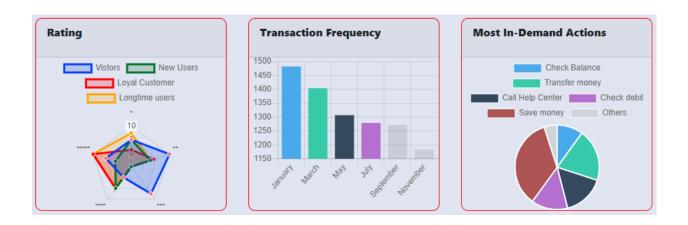
- The logo and Home link to refresh Home Page.
- Below the navigation bar, there is carousel that provides some typical information or special events. Users can click on the image to see more detail of each event.



• Usually, there are three cards about: Partners, Activities and Services provides some related information that users may concern and they can click on View Detail >> link to find more information about the bank.



• There are three charts for hot concerned problems from time to time.

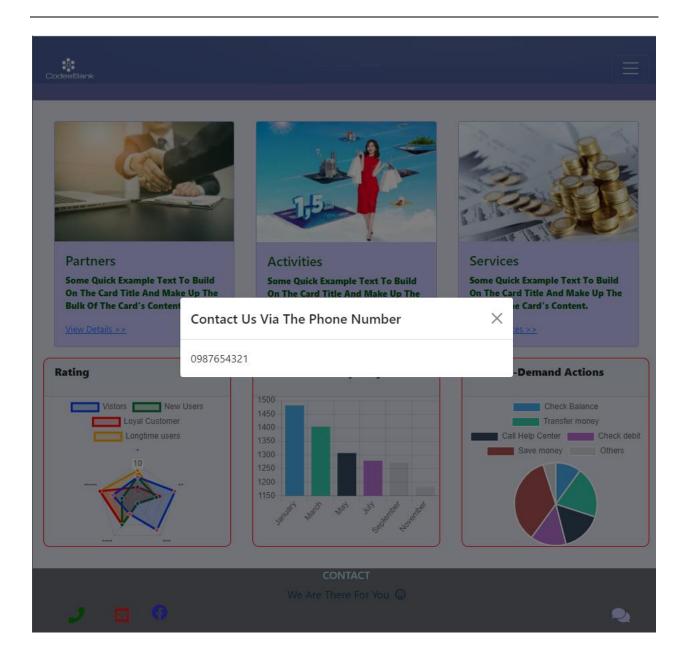


• In the footer, actually, it is the contact part, users can choose some method to contact with the support team.

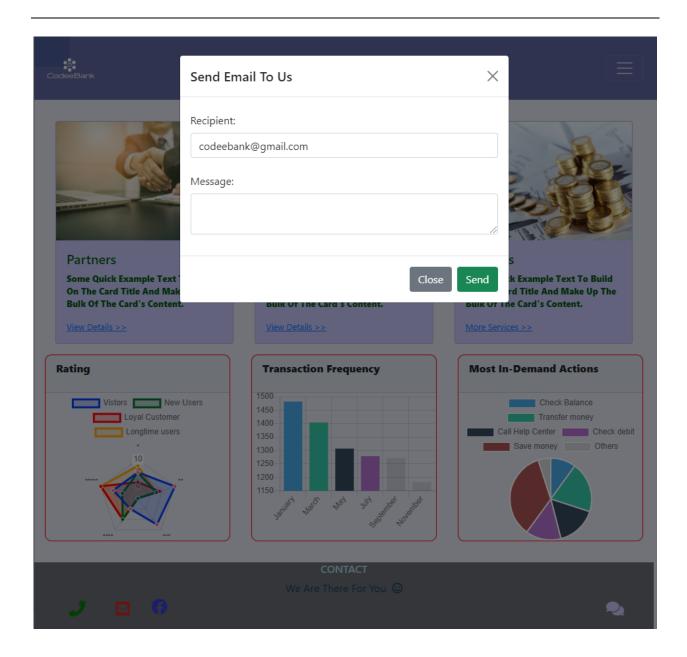


With Facebook, email and phone channel, they need to wait a time to responded, but if they choose the message label to the right, they can chat with support staff constantly with working hours.

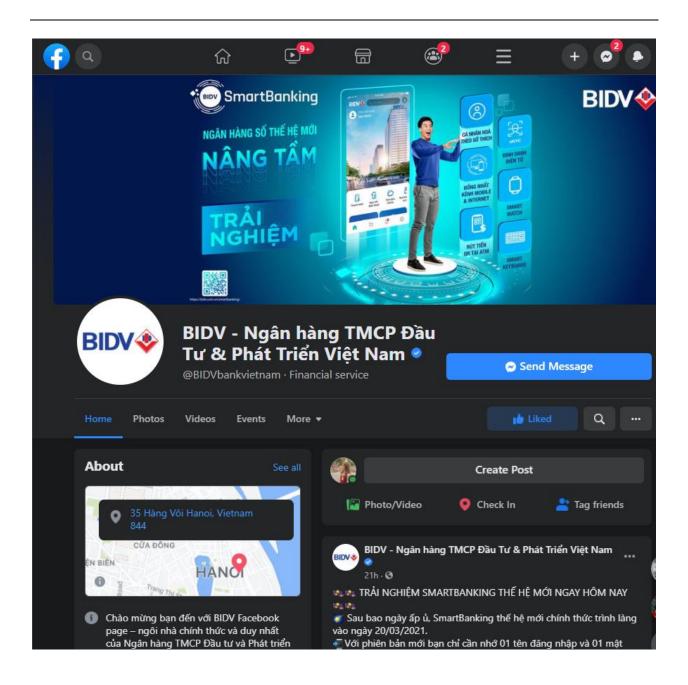
Click on phone icon, the contact phone number will appear:



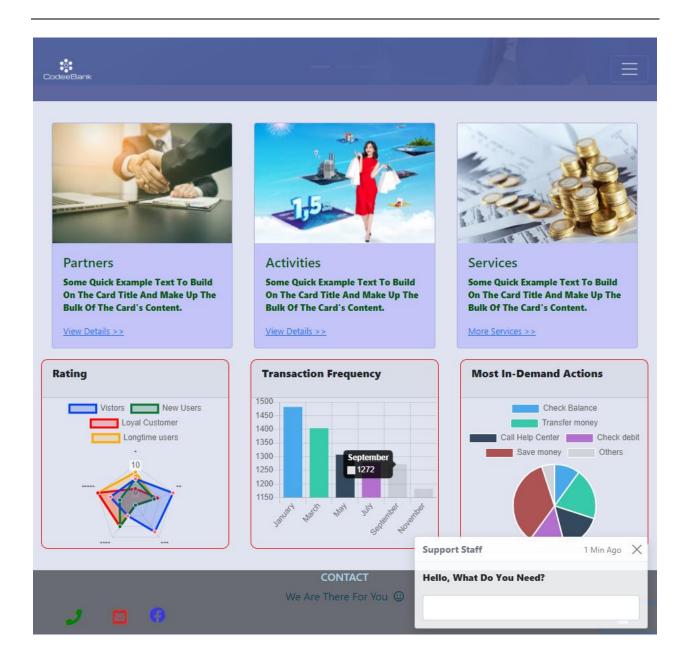
Form for contact via email by clicking on email icon:



Clicking on Facebook icon will take the user to the Bank's Facebook page:

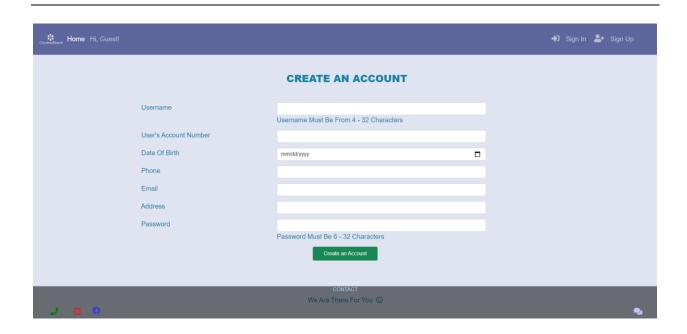


To see instance message like this figure when the user click on message icon:

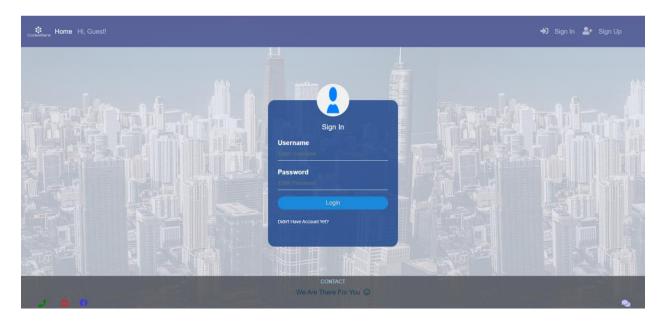


• Users can choose Sign In or Sign Up by clicking on the corresponding link.

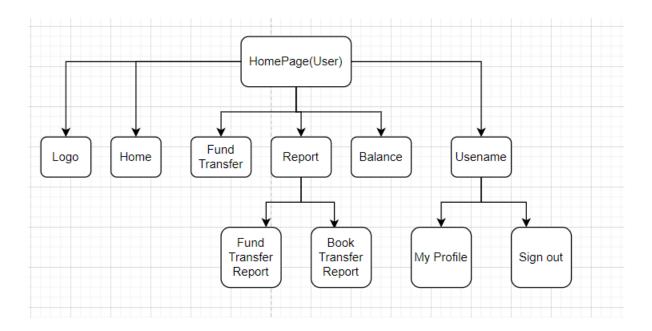
If users click on Sign Up, the system will navigate to Sign Up page. In this page, there is a form for users to enter all required information to create a new account.



If users click on Sign In, the system will render the Sign In page and users need to enter correct username and password to log in to their account. In the case users have not had an account, they can click on the Didn't you have account yet link to create an account, which takes users to Sign Up page.

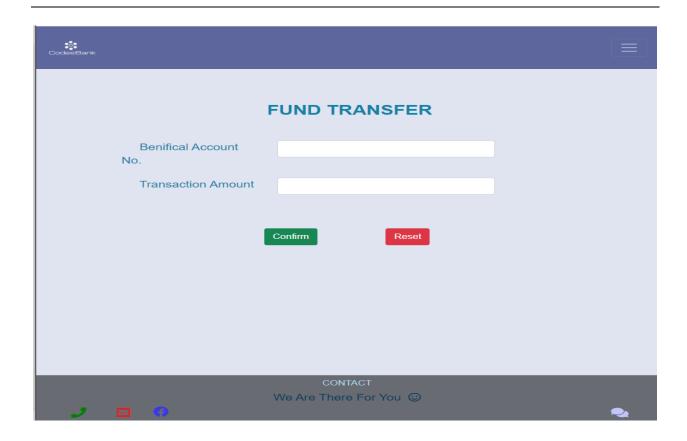


#### 2. User navigation diagram

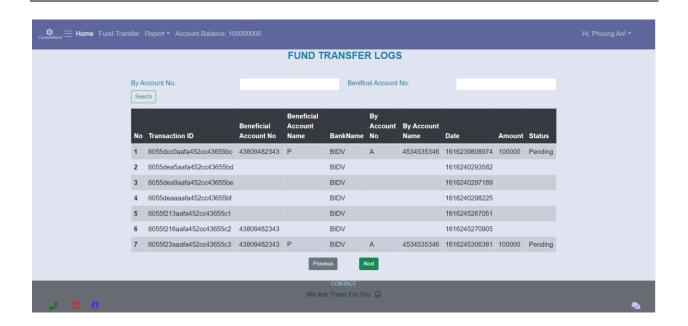


After user login to the system, the navigation bar change to some features that uses can do with the system by click on corresponding link.

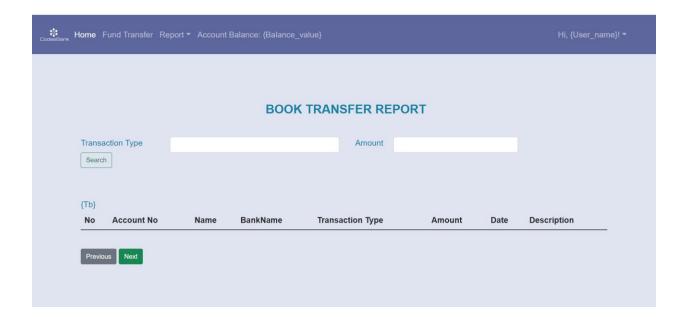
+ Fund Transfer page: to make a transaction by entering a beneficial account, amount of money or give some description about this transaction and click button Send to start this action.



+ Fund Transfer Report page where users can review all transactions, they can search transactions by transactions type and amount of money.



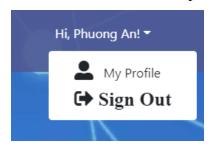
+ Book Transfer Report page in which users can check deposit history, they also can search transaction by transaction type and amount of money.



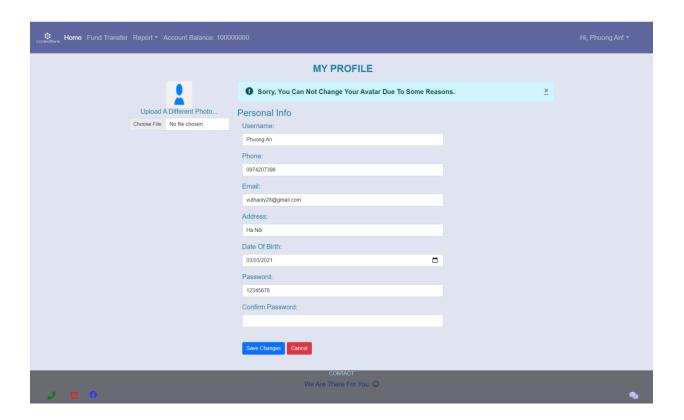
+ The account balance is always shown in the navigation bar whenever users sign in successfully.



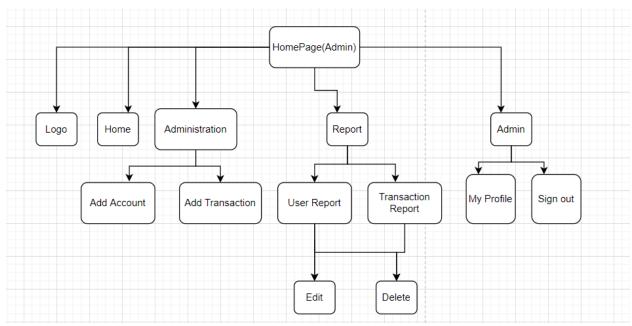
+ On the right side of the navigation bar, the user can click on his username to see My Profile to view or edit their profile or click Sign out to logout of the system.



#### Profile Page:



#### 3. Admin navigation diagram

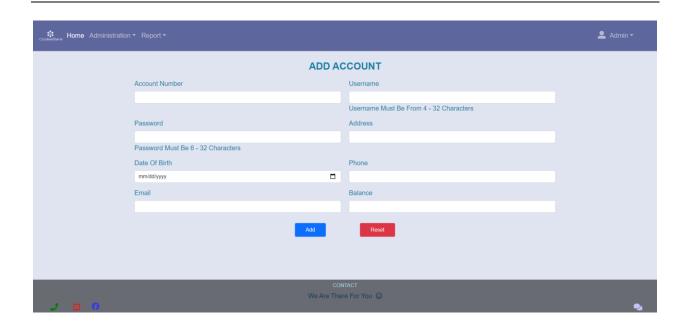


Besides some similar functions to users' functions, the admin has some additional functions.

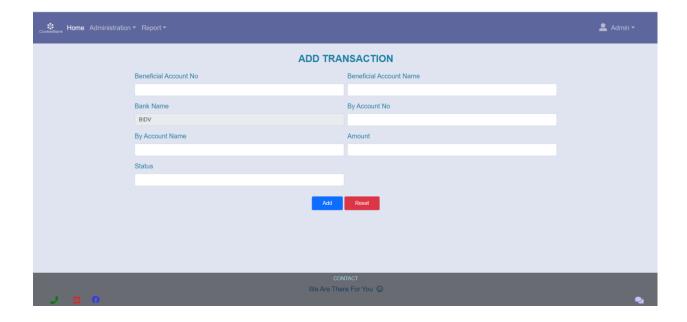
By clicking on Administration link, the system will navigate the admin to Add Account page or Add Transaction Page:



To view Add Account page, admin click on Add Account link:



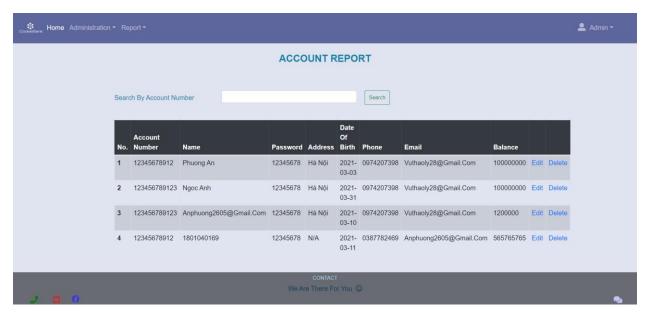
To view Add Transaction, the admin clicks on Add Transaction link:



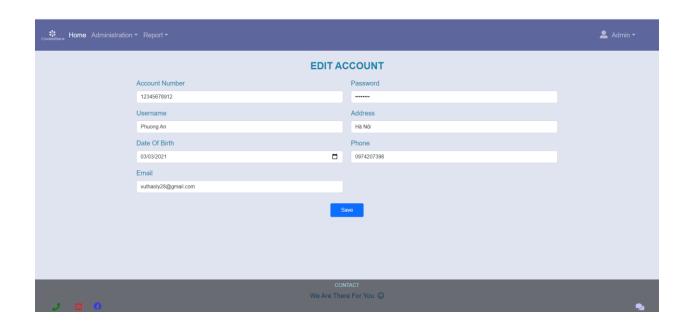
Clicking on Report to expand Account Report and Transaction Report:



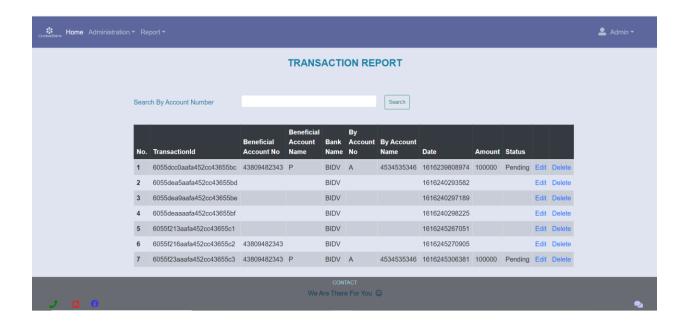
#### Account Report Page:



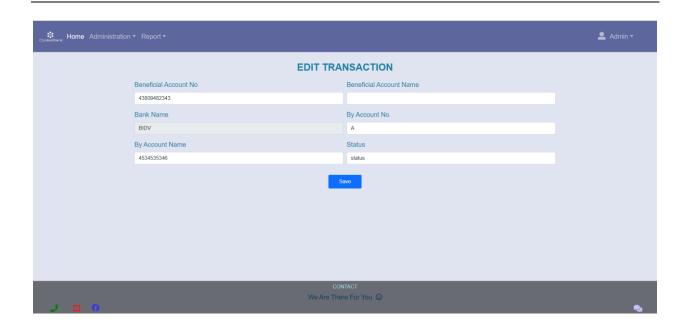
Edit an account page:



Transaction Report page:



Edit transaction page:



#### 4. Conclusion

The project work was done to see how user interface design can be benefited to create a usable design. Basic design with common technique is the key point to make users comfortable when using this web application.