CONTINUOUS ASSESSMENT TEST-II

SUBJECT: USER INTERFACE DESIGN

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SET : 1

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2.

1. The case given to is a shopping cart for the online store.

a) The otheuristics of Nielsen which is violated are:-

1) Aesthetic and minimalistic design

Here in the above given interface there are more unwanted and irrelavant data which are unwanted and also which cannot able be understood by the user (or) customer.

2) Consistency and Pattern

　　* There are some irregularity in the consistancy and Pattern matching in the interface.

　　* For some boxes there no text for removing the data.

　　* But for one box its given.

3) Help recognize recover from error

　　* There are no ways or any option for the customer to recover from an error.

　　* So there should be a separate help tab for this kind of things.

4) Help and documentation

　　* Since it is the payment based there should be terms and conditions for the payment as the security also purpose.

5) Visibility & system status

* There is no ~~boxes~~ data like how many Products available ~~to~~ for sold purpose the quantity of products in the stocks.

~~Vao~~

* Vacuation of the product stock is not available.

* So there is no clear cut show off about the products

6) Flexibility and efficiency of use

* There is no way in the interface to speed up ~~the~~ or accelerate the process.

* It is not flexible, ~~to~~ for the user to handle.

b) *There are some minor and major bugs which is to fixed.

* And also there is a catastrophic thing in the pattern matching of dialogue box.

* the minor problems are help option, the option should be included

∗ The high priority should be given to
documentation of terms.

∗ The things which are imperative to
list are patterns.

2. ∗Natural Goms: Language where used
to accomplish the perfect GOMS
Analysis

∗ It is the method for measuring the
the time for each methods carried out.

   The Text: "Mary had a little lamb"

Number of 4 letter word = 2, they are
Mary, lamb

The Efficient method will be

1. Mental Preparation - 1.35s

2. Home Hands to Keyboard - 0.4s

3. Mouse button - 0.20s

4. Point with mouse - 1.10s

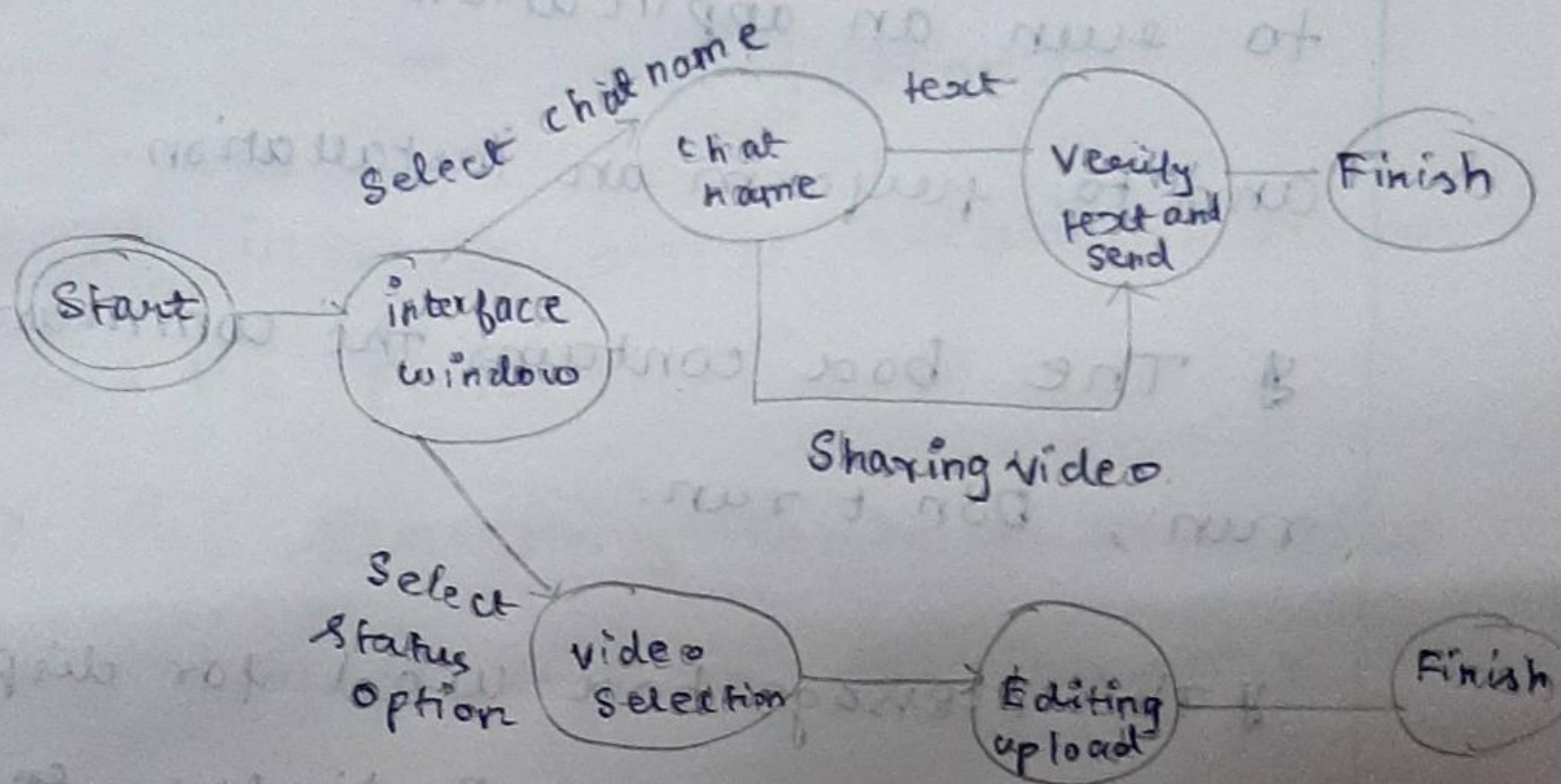5. Type the letters - 2.40 · (1.20×2)

6. Verify the words - 1.20s

3. chat interface application   19MID0021

Action: Sending text

Sharing Video

Set status

Select chat name → chat name → text → Verify text and send → Finish

Start → interface window → chat name

Sharing video

Select Status Option → video Selection → Editing upload → Finish

* So the state diagram 3, action like text video, status.

* The diagram has clearly explained

* the process occurs in the chat window

* As step by step to the perfect conclusion.

4) It is the One which comes under the secondary window

It is the _message box_

* Here in this box the process is to run an application in the system and to perform an installation.

* The box contains the command of run, Don't run.

* This message box used for displaying a message about a particular situation.

* ~~If It will FA.~~

* It is like the alert option or like the permission asked to the user from the system side.

5) For the games like super Mario Bros
  ✓ The Joystick will be best device
  based control to ~~the~~ control the
  user interface

  ✗ The joystick contain the stimulation
  control ~~to~~ which is responsible
  ~~to to~~ for the navigation

  ✗ It involves direct relation between
  hand the pointer.

  ✗ The sensitivity contols will also
  be very smooth in the joystick.

  ✗ Since the size of the ~~but~~ operators
  in the joysticks is compact it is
  easy to handle and to ~~become~~ be used
  to be a professional player

  ✗ Since degree of rotation are ~~efficier~~
  easy, it is very easy to control and
  it is very efficient