

# **ADVANCE COMPUTER SCIENCE (ACS)**

## **PROJECT REPORT**

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### **IDEA:**

I have an idea of creating a WPF application for Human Rights. In this application I am displaying the information of human rights for example introduction, universal declaration, types of human rights, etc and even added the quiz related to the information displayed in the application, also globalization is implemented in two languages for English, Deutsch.

### **OBJECTIVES:**

In this application, the user can learn about basic information like what is human rights, meaning of human rights, universal declaration of human rights, types of human rights and with the help of the quiz user can test himself how much he has learn about human rights.

### **THE USER:**

The users will be for information about the human rights for aged between 15 to 70.

### **FUNCTIONALITIES:**

#### **Navigation with Button**

The Most important function of any app is the user's ability to navigate it. User understand how to use them intuitively.

#### **Globalization**

User have options to change his application language in two languages i.e. English, Deutsch.

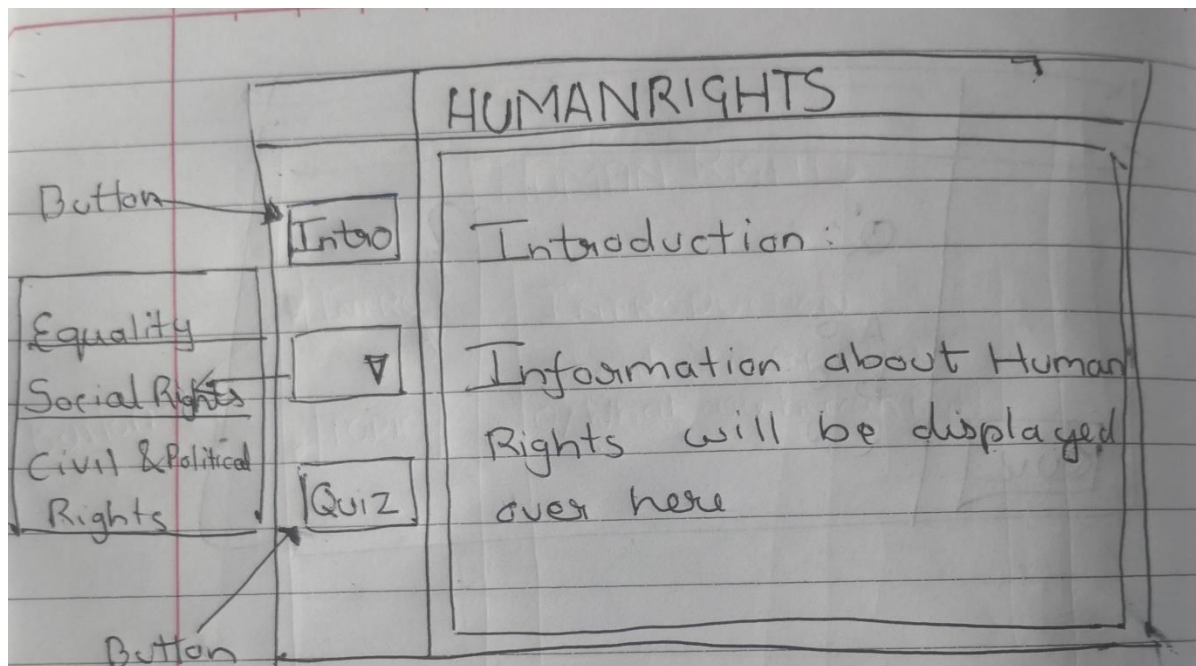
## Quiz

User can evaluate themselves by taking a quiz once they go through the information in rest of the buttons.

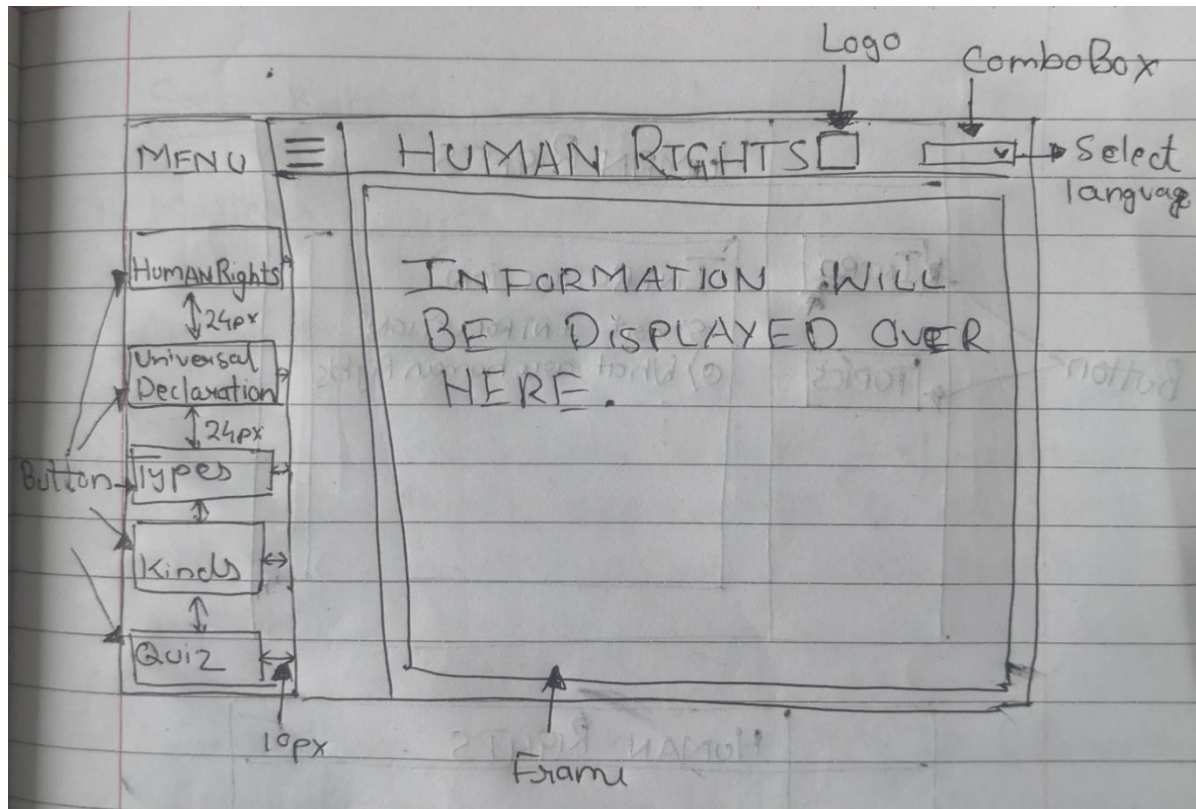
## APPROACH:

Initial mock-up/wireframe was designed like this.

Before:



After:



## IMPLIMENTATION:

### 1. Dialogue principles ISO 9241 part 110.

#### 1.1. Suitability for the task.

The user needs to use only the mouse so there is no use of keyboard for the user.

### 2. Gestalt principles.

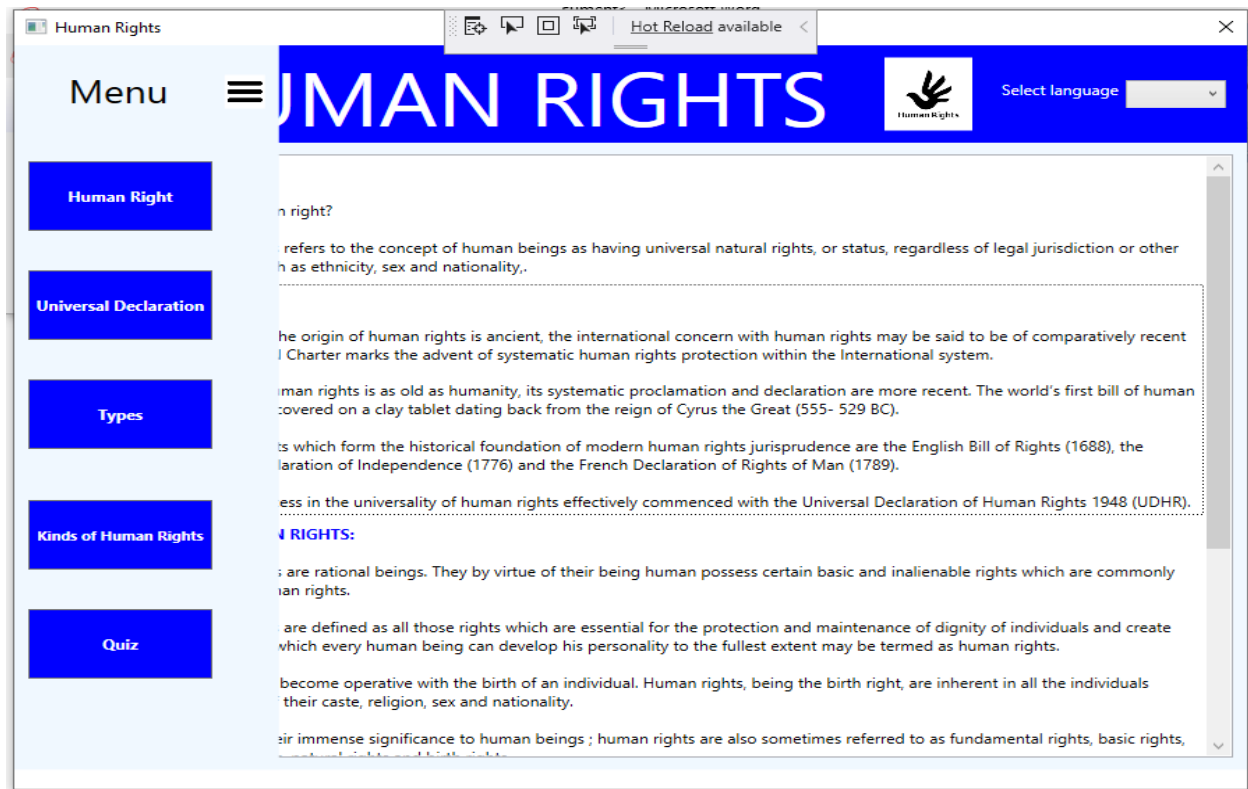


Image 1

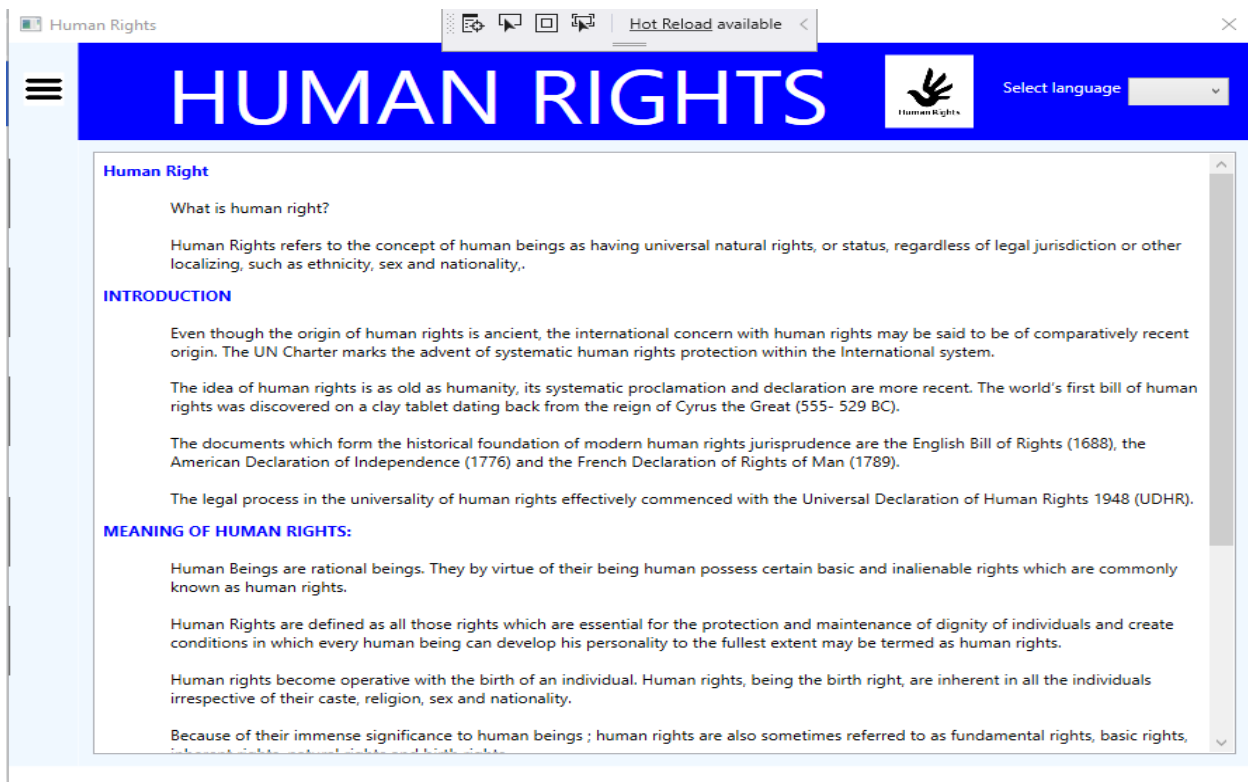


Image 2

## **2.1. Proximity.**

- In image 1 the buttons, comboBox are set into group and given an equal spacing value to be in a proper and same alignment.

## **2.2. Similarity.**

- In image 1 every button is in same size in the application and if the user tries to find the button he can recognize easily.

## **2.3. Unified connectedness.**

- The elements which are connected to each other using colours and shapes are set to be a single unit.

## **3. Usability ISO 9241-11:1998.**

### **3.1. Effectiveness and Efficiency**

- In this application the user can effectively perform the task because all fields are filled only using mouse so user can perform the task with less effort.

## **4. Globalization**

- The application is globalized by giving the user to use the application in two languages i.e. English, Deutsch.

## **5. Presentation of information ISO 9241-125:2017.**

### **5.1 Clarity and consistency**

- In the information section different colors are used for heading and text for clarity.
- The user can perform same tasks as many times as he wants, the application will perform consistently without failure.

### **5.2 Recognizability and Legibility**

- Information can be easily recognized as contrast is used between the background and information.
- Information is easy to read.

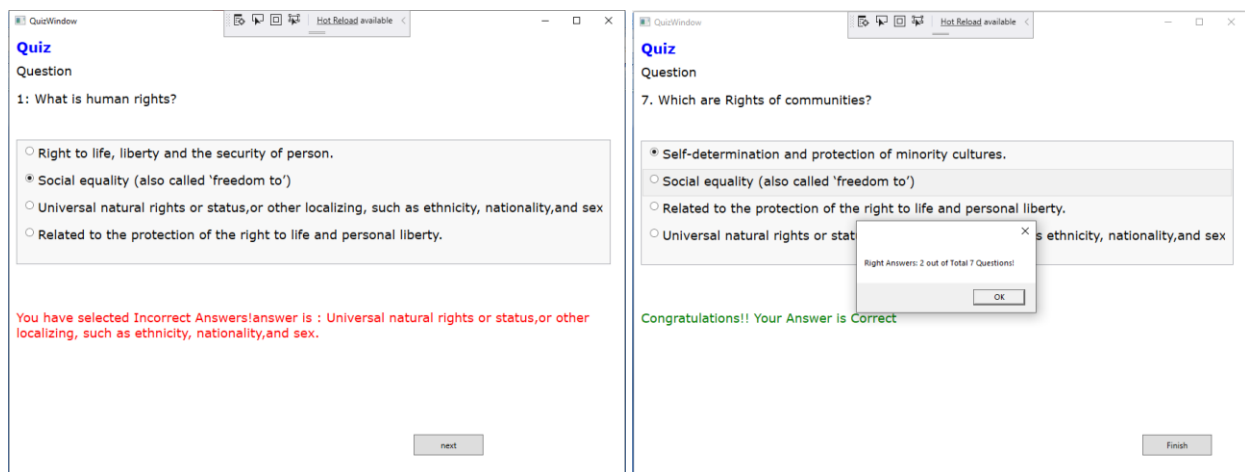
## 6. User centred design ISO 9241-210:2010.

### 6.1 Understanding.

- The requirements for this application are fulfilled by thinking as a user and developed this application.

## 7. Quiz.

### 7.1 Clarity and Consistency



- If the user select the wrong answer correct answer will be displayed.
- The user can perform same tasks as many times as he wants, the application will perform consistently without failure.

**END**