

Wireframe

MUSHROOM CLASSIFICATION

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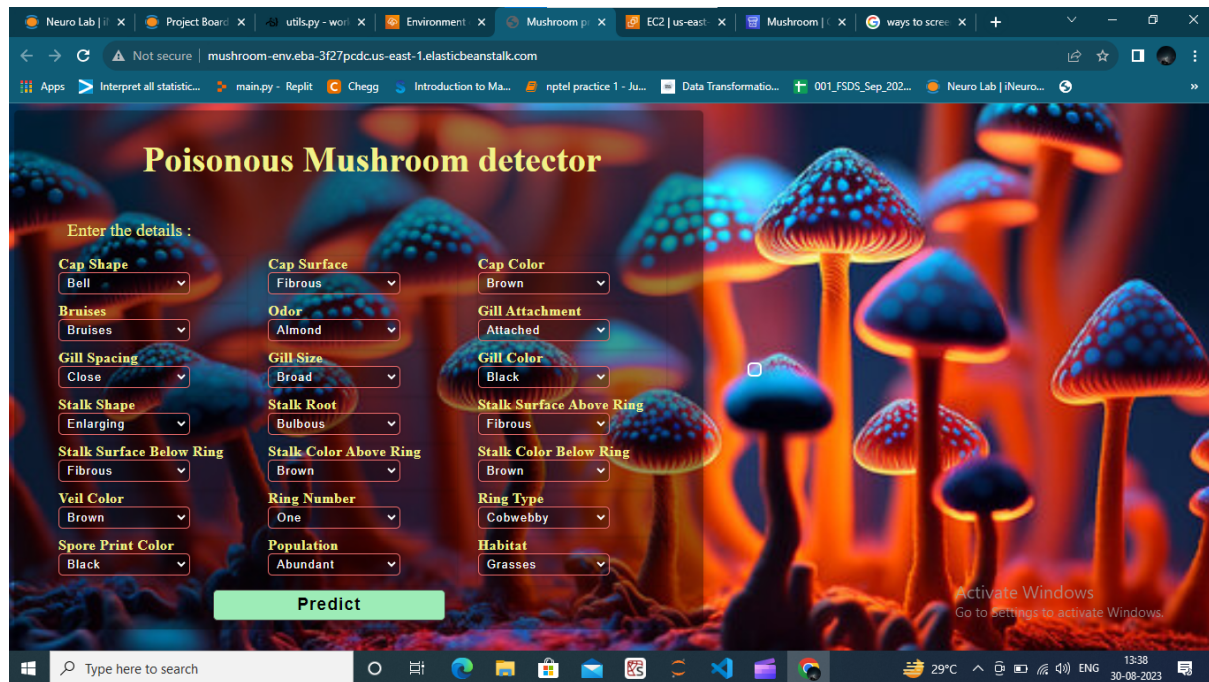
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Abstract

This documentation is all about the user interface wireframe; here the home page of our mushroom classification project is explained.

1. Web Interface

Our web page is one single interface where both input from the user and the prediction is displayed.



2. User Input

Whenever the user hits our url , they first see the user input page here they have to provide the information like:

- Every user input has its own dropdown where the user can select their input.
- After providing the required input and pressing the submit button, the page refreshes and displays the output

Poisonous Mushroom detector

Enter the details :

Cap Shape Bell	Cap Surface Fibrous	Cap Color Brown
Bruises Bruises	Odor Almond	Gill Attachment Attached
Gill Spacing Close	Gill Size Broad	Gill Color Black
Stalk Shape Enlarging	Stalk Root Bulbous	Stalk Surface Above Ring Fibrous
Stalk Surface Below Ring Fibrous	Stalk Color Above Ring Brown	Stalk Color Below Ring Brown
Veil Color Brown	Ring Number One	Ring Type Cobwebby
Spore Print Color Black	Population Abundant	Habitat Grasses

Predict

This Mushroom is Poisonous

3. Result Page

After the user hits the submit button the page gets refreshed and the results are being displayed in the highlighted area in the above frame.

The user can refill all the inputs in the same page and get the results in the same way.