### PART A

### (PART A: TO BE REFFERED BY STUDENTS)

# **Experiment No.04**

#### A.1 Aim:

Design interface for automated ticket vending machine (ATVM) for any system

## **A.2** Prerequisite:

- 1. Knowledge of GUI and HMI principles.
- 2. Knowledge of Human Machine Interaction style.

#### A.3 Outcome:

#### After successful completion of this experiment students will be able to

- 1. Visualize and apply HMI Principles to design good GUI.
- 2. Apply color, vision and memory based principles to design GUI.

### A.4 Theory:

- GUI
- In computing, a **graphical user interface** (**GUI**, commonly pronounced *gooey*) is a type of user interface that allows users to interact with electronic devices with images (graphics) rather than text commands.
- A GUI represents the information and actions available to a user through graphical icons and visual indicators such as secondary notation, as opposed to text-based interfaces, typed command labels or text navigation.
- The actions are usually performed through direct manipulation of the graphical elements.

#### • HMI Principles

- Aesthetically Pleasing
- Availability
- Clarity
- Compatibility
- Configurability
- Consistency
- Control
- Directness
- Efficiency

- Familiarity
- Flexibility
- Forgiveness
- Operability
- Perceptibility
- Predictability
- Recovery
- Responsiveness
- Safety
- Simplicity
- Transparency
- Trade-offs
- Visibility

## Automatic Ticket Vending Machine(ATVM)

- 1. A **ticket machine**, also known as a **Ticket Vending Machine** (TVM), is a **vending machine** that produces tickets. For instance, **ticket machines** Dispense train tickets at railway stations.
- 2. The typical transaction consists of a user using the display interface to select the type and quantity of tickets and then choosing a payment method of either <u>cash</u>, <u>credit/debit card</u> or <u>smartcard</u>.
- 3. The ticket or tickets are printed and dispensed to the user.

# A.5 Procedure:

- 1. Design interface for automated ticket vending machine (ATVM) for metro train.
- 2. This interface should contain necessary icons, pictures, and buttons.

**Example:** Sample First Screen of ATVM



#### **PART B**

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# **B.1** Tools used to design Interface:

```
<!DOCTYPE html>
<html>
    <title>ATVM</title>
   <meta name="viewport" content="width=device-width, initial-scale=1">
    <link rel='stylesheet' href='css/notie.min.css'/>
    <link rel='stylesheet' href='css/style.css'/>
   <link rel='stylesheet' href='css/awesomplete.css'/>
   <style>
   margin: 0;
   padding: 0;
   box-sizing: border-box;
body {
    background: url(bg.jpg) no-repeat center center fixed;
    background-size: cover;
h1 {
   text-align: center;
   font-size: 4.5em;
    color: white;
   font-family: 'Verdana';
   letter-spacing: 0.1em;
   font-weight: bolder;
    text-shadow: 0.1em 0.1em 0.5em rgba(0,0,3,0.8);
#inputSection, #buttonSection {
   margin-top: 5em;
    justify-content: center;
    align-items: center;
```

```
button {
    cursor: pointer;
   padding: 0.7em;
   margin: 1em 0;
    font-size: 2em;
    color: gray;
   background: white;
   outline: none;
   border-radius: 0.3em;
   border-style: dotted;
   border-color: #123456;
    transform: scale(0.9);
    transition: all 500ms;
button:hover {
   color: white;
   background-color: gray;
   transform: scale(1);
::-webkit-input-placeholder {
    color: white;
   opacity: 0.5;
input {
   text-align: center;
   padding: 0.5em;
   margin: 1.5em;
   width: 30em;
   font-size: 1.75em;
    font-weight: bold;
   line-height: 1.2;
    color: white;
   border: none;
   border-bottom: 5px solid red;
   background:rgba(25, 22, 22, 0.87);
   outline: none;
   box-shadow: 0.1em 0.1em 0.3em #fff;
    text-transform: uppercase;
#inputSection .awesomplete>ul> li {
```

```
padding: 1em;
#currentStation {
    color: white;
    font-size: 3em;
    background-color: #2A2A2A;
    padding: 0.2em;
#single{
    background-color :#2A2A2A;
    color : white ;
#return{
    background-color :#2A2A2A;
    color : white ;
#single:hover {
  background-color: #6B6B6B;
  color : white;
#return:hover {
  background-color: #6B6B6B;
  color : white;
.in{
width : 300px;
font-size: 20px;
 font-weight: bold;
#div{
text-align: center;
/* Modal Content */
.modal-content {
 background-color: #fefefe;
 margin: auto;
  padding: 20px;
  border: 1px solid #888;
 width: 80%;
/* The Close Button */
.close {
```

```
color: #aaaaaa;
  float: right;
  font-size: 28px;
  font-weight: bold;
.close:hover,
.close:focus {
 color: #000;
 text-decoration: none;
 cursor: pointer;
#myModal1 {
  display: none; /* Hidden by default */
  position: fixed; /* Stay in place */
  z-index: 1; /* Sit on top */
  padding-top: 100px; /* Location of the box */
 left: 0;
 top: 0;
 width: 100%; /* Full width */
 height: 100%; /* Full height */
  overflow: auto; /* Enable scroll if needed */
 background-color: rgb(0,0,0); /* Fallback color */
 background-color: rgba(0,0,0,0.4); /* Black w/ opacity */
.modal {
 display: none; /* Hidden by default */
  position: fixed; /* Stay in place */
  z-index: 1; /* Sit on top */
  padding-top: 100px; /* Location of the box */
  left: 0;
 top: 0;
 width: 100%; /* Full width */
  height: 100%; /* Full height */
 overflow: auto; /* Enable scroll if needed */
  background-color: rgb(0,0,0); /* Fallback color */
  background-color: rgba(0,0,0,0.4); /* Black w/ opacity */
        table {
 width: 100%;
td, th {
```

```
border: 1px solid #dddddd;
  text-align: center;
  padding: 8px;
  margin-top : 10px;
            margin-bottom : 10px;
            border : none;
            background : #CDCDCD;
            padding : 5px;
            height: 40px;
tr{
    background : #CDCDCD;
    text-transform: uppercase;
#submit{
            align : center;
            margin-top : 10px;
            padding : 5px;
            width: 250px;
            height: 40px;
            background-color : #5AB85A;
            cursor : pointer;
            border : none;
#select_option{
            margin-top : 10px;
            margin-bottom : 10px;
            border : none;
            height: 40px;
            background : #CDCDCD;
            padding : 5px;
            margin-left : 70px;
            width: 250px;
#quantity{
            margin-top : 10px;
            margin-bottom : 10px;
            border : none;
            background : #CDCDCD;
            padding : 5px;
            height: 40px;
            margin-left : 70px;
            width: 250px;
```

```
.select_option{
            margin-top : 10px;
            margin-bottom : 10px;
            border : none;
            height: 40px;
            background : #CDCDCD;
            padding : 5px;
            margin-left : 70px;
            width: 250px;
        h2{
        text-align : center;
    </style>
</head>
<body>
    <main id="div">
        <header>
            <h1>Train Ticketing</h1>
        </header>
        <form id="inputSection"method="post">
            <input type="text" placeholder="Source" class="awesomplete"</pre>
id="source" required >
            <input type="text" placeholder="Destination"</pre>
class="awesomplete" id="destination" required >
        </form>
        <input type = "number" placeholder="Number Of Adults" class="in"</pre>
id="adult">
        <input type = "number" placeholder="Number Of Childern" class="in"</pre>
id="child">
        <section id="buttonSection">
            <button id="single">Single</putton>
            <button id="return">Return
        </section>
    </main>
    <div id="myModal" class="modal">
  <div class="modal-content">
    <span class="close">&times;</span>
    <h2>Happy Journey</h2>
```

```
<form>
      <label>Journey Type</label>
      <label for="check">Source Station</label>
      <label for="check">destination Station</label>
      <label for="check">Adults</label>
      <label for="check">Childern</label>
      <input type="submit" id="submit" value="Print" >
   </form>
 </div>
</div>
   <script>
   //var source = document.getElementById("source").value;
   var modal = document.getElementById("myModal");
   var btn = document.getElementById("single");
   var span = document.getElementsByClassName("close")[0];
   btn.onclick = function() {
      modal.style.display = "block";
      myTable.rows[0].cells[1].innerHTML = "Single";
      myTable.rows[1].cells[1].innerHTML =
document.getElementById("source").value;
      myTable.rows[2].cells[1].innerHTML =
document.getElementById("destination").value;
      myTable.rows[3].cells[1].innerHTML =
document.getElementById("adult").value;
```

```
myTable.rows[4].cells[1].innerHTML =
document.getElementById("child").value;
        span.onclick = function() {
        modal.style.display = "none";
   window.onclick = function(event) {
    if (event.target == modal) {
        modal.style.display = "none";
    }
    var modal = document.getElementById("myModal");
    var btn = document.getElementById("return");
    var span = document.getElementsByClassName("close")[0];
    btn.onclick = function() {
        modal.style.display = "block";
        myTable.rows[0].cells[1].innerHTML = "return";
        myTable.rows[1].cells[1].innerHTML =
document.getElementById("source").value;
        myTable.rows[2].cells[1].innerHTML =
document.getElementById("destination").value;
        myTable.rows[3].cells[1].innerHTML =
document.getElementById("adult").value;
        myTable.rows[4].cells[1].innerHTML =
document.getElementById("child").value;
        span.onclick = function() {
        modal.style.display = "none";
   window.onclick = function(event) {
    if (event.target == modal) {
        modal.style.display = "none";
    </script>
    <script src='js/notie.min.js'></script>
    <script src='js/awesomplete.min.js'></script>
    <script src='js/app.js'></script>
</body>
</html>
```

# **B.2** Interfaces of ticket vending machine for metro train:







# B.3 HMI principles used to design interface.

- Aesthetically Pleasing
- Availability
- Clarity
- Compatibility
- Consistency
- Control
- Directness
- Efficiency
- Familiarity
- Flexibility
- Operability
- Predictability
- Responsiveness
- Safety
- Simplicity
- Transparency
- Visibility

# **B.4** Target audience of this Interface?

People using train as a mode of transport.

## **B.5** Conclusion:

HMI along with interaction styles such as HTML can be used for creating the interface.