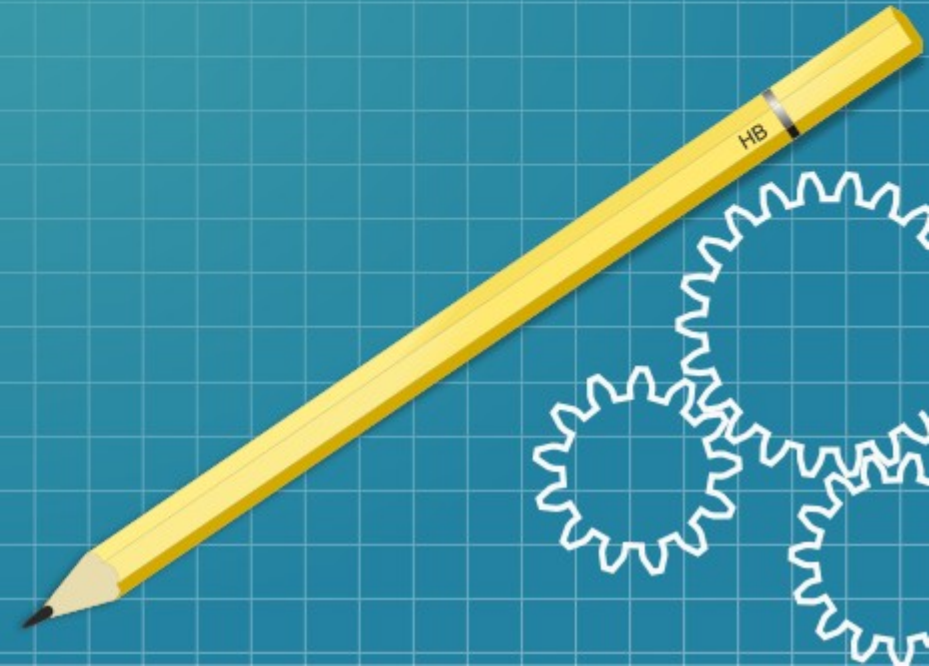
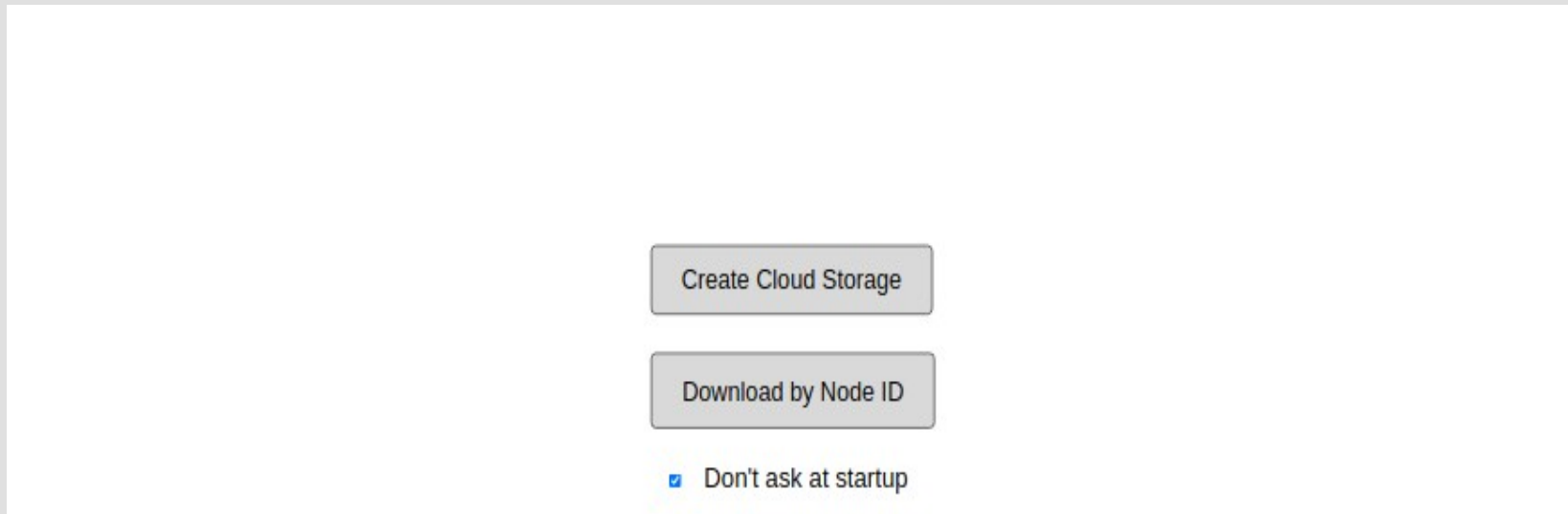


GUI prototype presentation



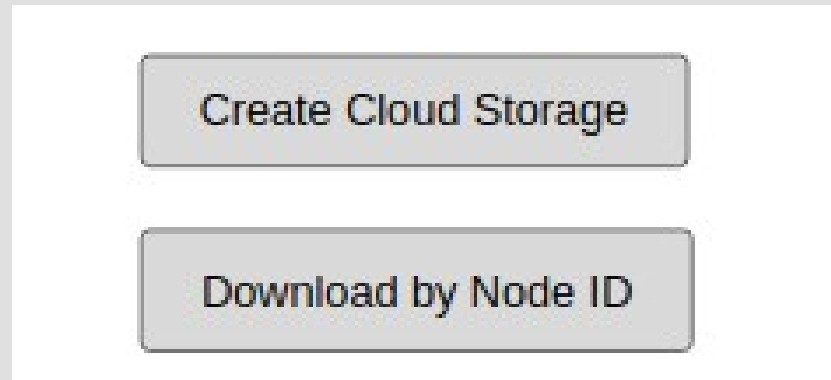
Starting window

After the user starts the application, a start window will appear in front of him.

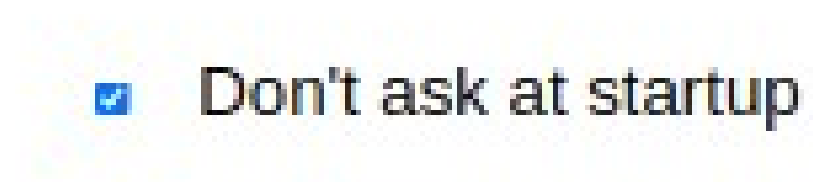


The user is prompted to choose what action he wants to perform:

1. Create a separate node in the cloud file system
2. Download files from the cloud file system using a unique node identifier (Node ID).



There is also a checkbox on the window that is responsible for showing the start window at startup. If the "do not ask at startup" mode is selected, the window selected by the user will be immediately displayed in the future. For example, the window for creating a new node, if the user clicked "Create a new node" and activated the checkbox "Do not ask at startup". In the future, this choice can be changed by going to the settings menu from any window of the subsequent program window.



Authorization Window

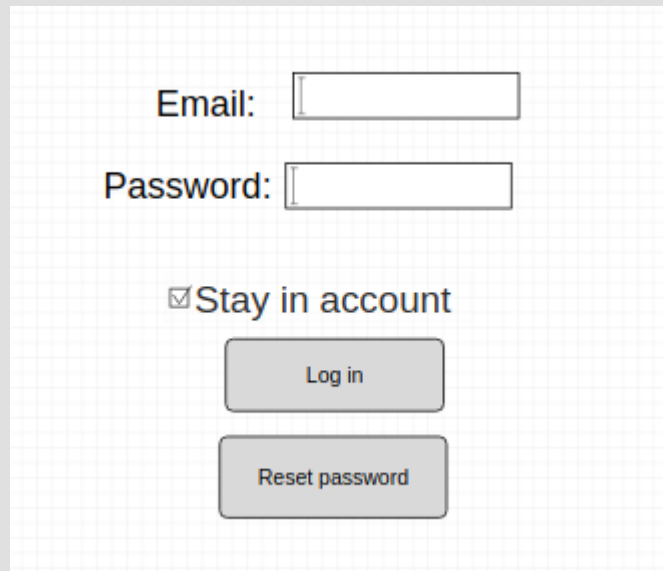
If the user proceeded to create a node in the file system, an authorization window with two buttons will appear before - log into an account and create an account.

Unregistered users are not allowed to create nodes.

I forgot to take a screenshot, so let's use our imagination :)

Log in Winow

If the user chose to log into an existing account, a login form will appear.



The image shows a login form on a light gray grid background. It contains the following elements:

- An "Email:" label followed by a text input field.
- A "Password:" label followed by a text input field.
- A checkbox labeled "Stay in account".
- A "Log in" button.
- A "Reset password" button.

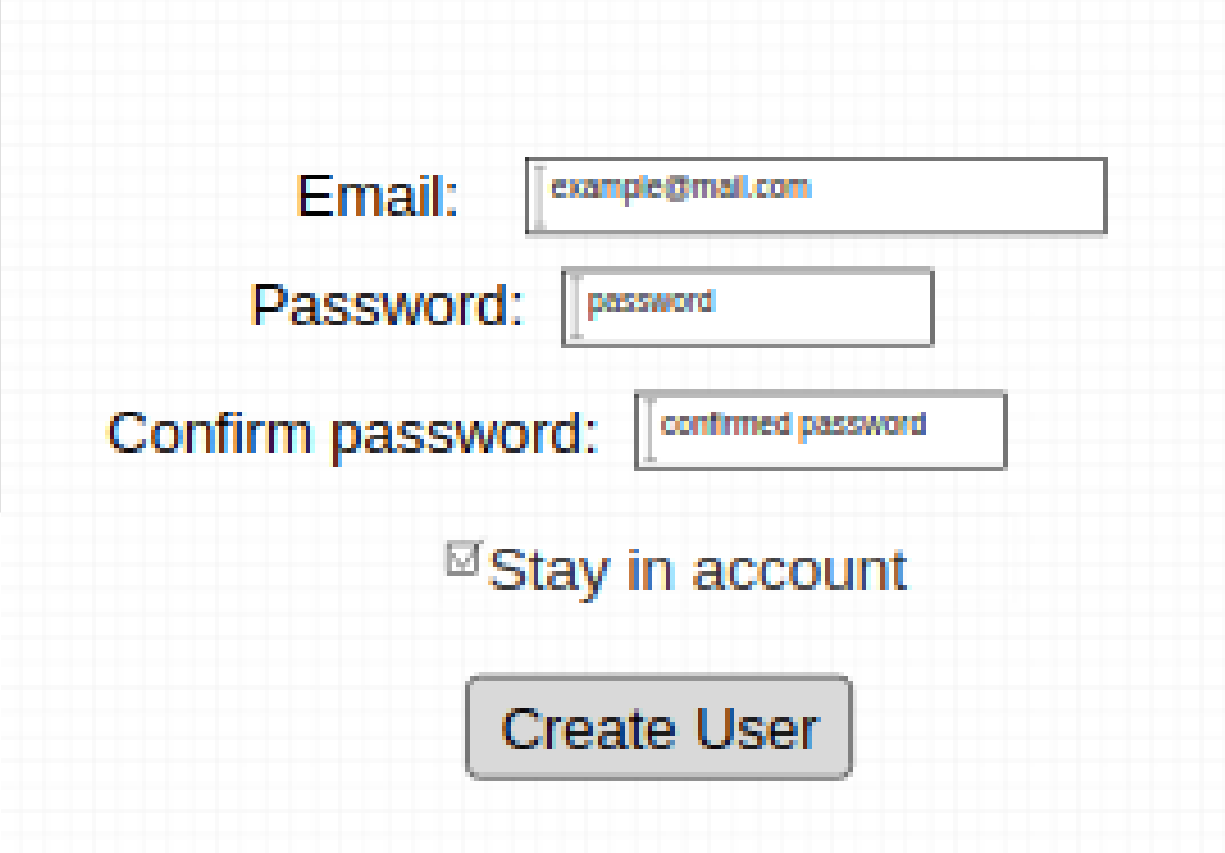
The form contains fields for entering the data required for authentication and the "Stay in account" checkbox. If the user has chosen to "stay in account", the login window will not appear on subsequent launches of the application until the user logs out. To log into account need to press the button «Log in».

This choice can be canceled in the program settings menu.

If the user has forgotten the password, he can click the «reset password» button. Then a temporary password will be sent to his email, which can then be changed in the settings window.

Sig in Window

If the user in the authorization window has chosen "create user", a new user registration window will appear in front of him. This window is similar to the account login window discussed on the previous slide. If the "stay in account" checkbox is active, the user will be authorized under the newly created account, without unnecessary data entry.

A user registration form displayed on a light gray grid background. The form consists of four input fields with labels to their left: 'Email:' with the value 'example@mail.com', 'Password:' with the value 'password', and 'Confirm password:' with the value 'confirmed password'. Below these fields is a checkbox labeled 'Stay in account' which is checked. At the bottom of the form is a button labeled 'Create User'.

Email:

Password:

Confirm password:

☒ Stay in account

Download Window

Consider the window for downloading files by node ID. A field for entering the node identifier appears in front of the user. After the input is completed and «Access Node» button was pressed, the list of files located in this node is loaded. The user can click the "download" button and the selected files will be downloaded from the cloud storage to the user's personal computer.

About Settings

Node ID: Access Node

<input checked="" type="checkbox"/> SomeFile1
<input checked="" type="checkbox"/> SomeFile2
<input checked="" type="checkbox"/> SomeFile3
<input type="checkbox"/> UselessFile1
<input type="checkbox"/> UselessFile2
<input checked="" type="checkbox"/> SomeFile4

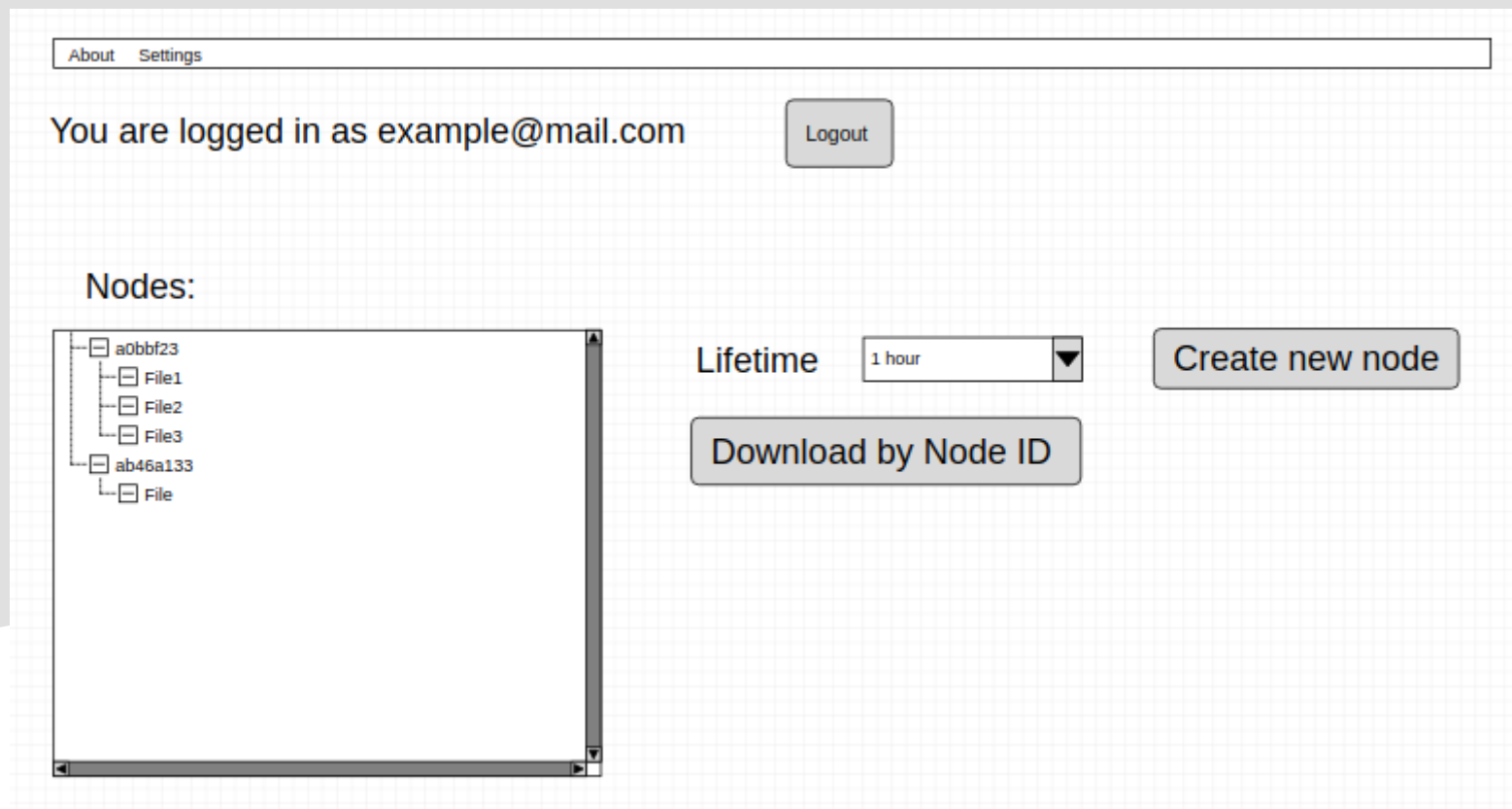
Download

Download Window

After clicking on the button, a dialog for choosing the directory for saving will appear. The default save directory can be configured from the setup menu. If the transition to the upload form occurs from the node creation form and a node has been selected in the node tree, its ID value is transferred to the upload form automatically.

Node creating Window

When choosing to create a node, a window for creating nodes will appear in front of the user.



Node creating Window

The line with the authorization data shows the email used to log into the account, as well as the button to log out of the account.

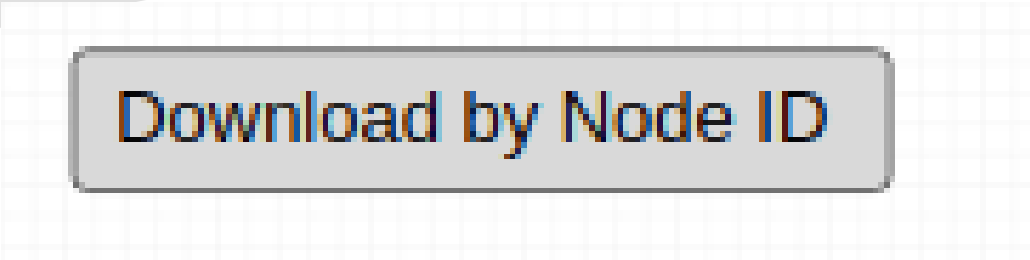
When you click on this button, the window for creating a node will close and the data on the current user will be reset.

A screenshot of a user interface element, likely a header or status bar, with a light gray grid background. It contains the text "You are logged in as example@mail.com" in a blue, monospace-style font. To the right of this text is a gray button with rounded corners and a thin black border, containing the text "Log out" in a blue, monospace-style font.

You are logged in as example@mail.com

Log out

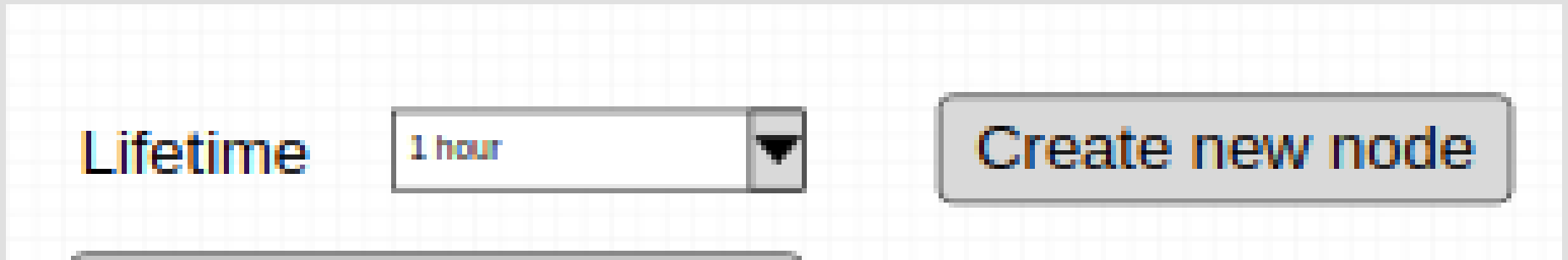
You can also go to the node loading window from this window by clicking on the corresponding button

A screenshot of a single button with a light gray grid background. The button is rectangular with rounded corners, a gray border, and a subtle drop shadow. It contains the text "Download by Node ID" in a blue, monospace-style font.

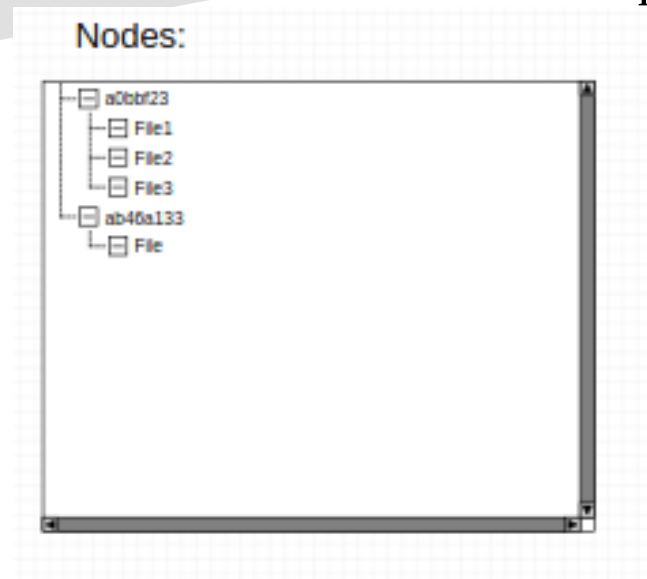
Download by Node ID

Node creating Window

The key element of this window is the key for creating a new node, as well as a drop-down list for selecting the file lifetime.



An equally important control element is the tree view of existing user nodes. By clicking the right mouse button on the node, a context menu will be called with the option to upload a file to the node.



Node creating Window

The lifetime is responsible for how long a node is automatically removed from the server. Selection occurs only when creating a new node. You cannot change the lifetime for existing nodes.

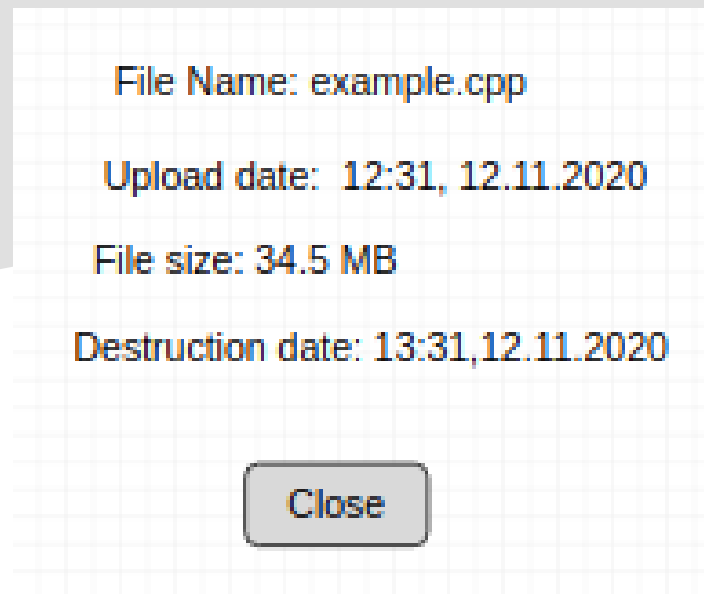
After this time, the node is automatically removed from the server. The owner of the node does not have the ability to view and modify the node after the lifetime has expired.

Node creating Window

When you right-click on a file located in a node, a context menu will be called, which will allow the user to:

1. Remove file from node
2. Get file information
3. Rename file

When the user clicks the "Get file information" button, a pop-up window appears with information about the file.



Node creating Window

No interactions other than viewing file information, deleting it from a node, and renaming it are provided.

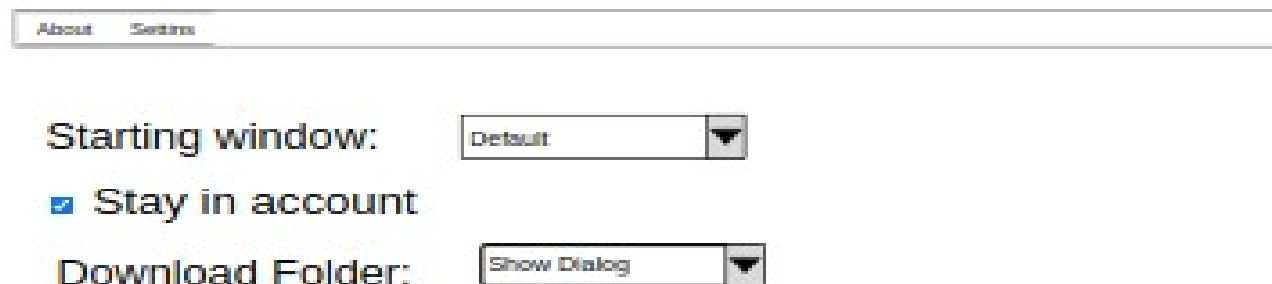
Settings window

You can get to this window by pressing the corresponding key in the tool menu of the windows for creating and loading nodes.



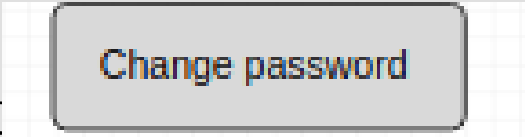
This window will allow you to configure the program parameters, such as:

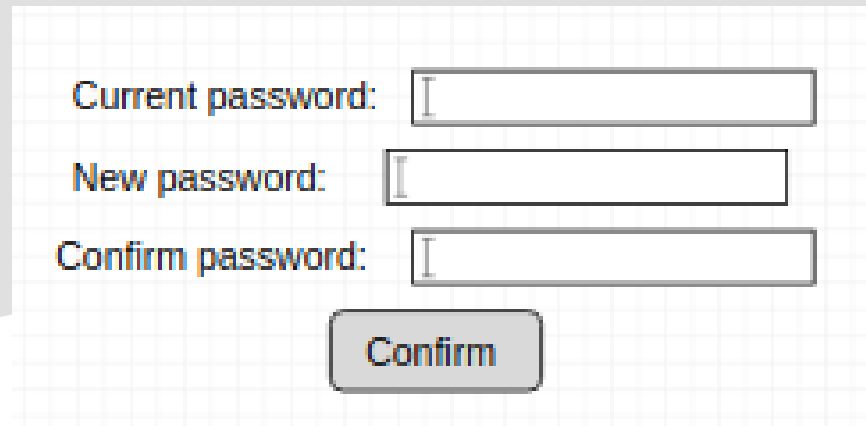
1. Start window of the program
2. Whether the user should remain in the account after authorization
3. The path for downloading files by default, instead of choosing at each download



Settings window

Also, if the user is authorized, the "change password" button will appear in the settings list.

When you click on which  change window appears.



A screenshot of a 'Change password' form. It features three text input fields stacked vertically, each preceded by a label: 'Current password:', 'New password:', and 'Confirm password:'. Below the input fields is a 'Confirm' button. The entire form is set against a light gray grid background.

Current password:	<input type="text"/>
New password:	<input type="text"/>
Confirm password:	<input type="text"/>
<input type="button" value="Confirm"/>	

Settings window

The password change form contains three input fields (current password, new password, confirm password) and a confirm button.

In order to change the user must enter the correct current password, a new password and confirm it. Then click on the confirm button.

If the data is correct, a message about password change will appear.

Otherwise, a window will appear with an error message (the current password was entered incorrectly or the new password does not match the password in the confirmation field)

Thanks for your attention!

The author hopes that the designed interface is simple and intuitive. The design of the application can be changed while working on the project.