



FEYZİYE SCHOOLS FOUNDATION

IŞIK UNIVERSITY

Human-Computer Interaction Project

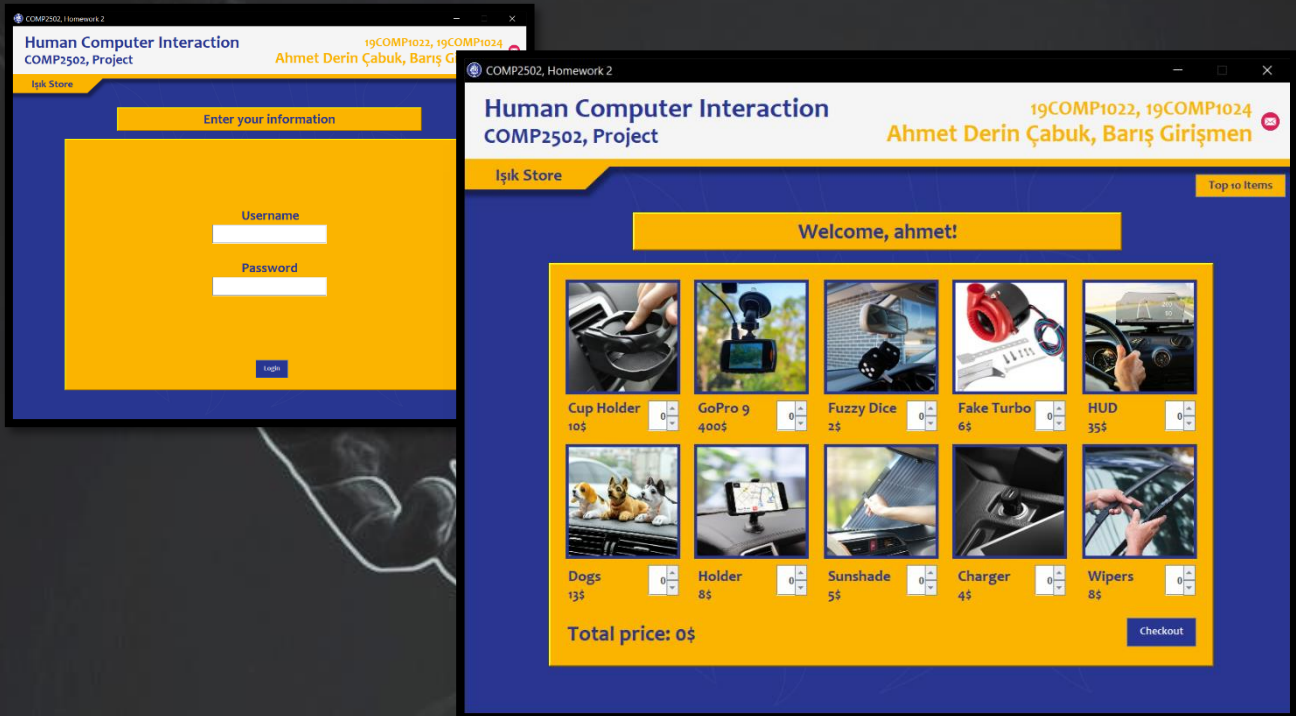
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Introduction

The aim of this project is to create a functional and a visually pleasing interface for online shopping purposes. For this project, we used Java as the programming language and its Swing property to design our GUI. This very application is called “Işık Store”.



This project was listed as the first topic on our project instructions document. We designed a GUI with the top 10 best-selling car items where users could shop the items listed and pay with their credit card.

First of all, like almost on every popular shopping website, we highlighted our top-selling items and made a list of “Top 10 Items”, which in fact took random values once the application started. “Top 10 Items” lists the items with respect to their amount of sales sorted in descending order. We created a database that stores users and their passwords. If a user would like to purchase any of the items that are listed, they could login to the shopping website, choose which and how many items they would like to purchase, and proceed to checkout. After logging in, more functions such as the ability to choose amount of items to purchase, total price of the items in their shopping cart and checkout option are revealed to the user. Total price value changes immediately with respect to the amount of items chosen. Then, once the user proceeds to checkout, they need to enter their billing information such as name and surname, phone number, address, credit card type (Visa, MasterCard & Discover) for payment, sixteen digit credit card number, the expiry date (format mm/yy) and their e-mail address.

COMP2502, Homework 2

Human Computer Interaction
COMP2502, Project

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Işık Store

Top 10 Items

- 1) Dashcam | 98 examples sold
- 2) Fuzzy Dice | 93 examples sold
- 3) Fake Turbo | 91 examples sold
- 4) Sunshade | 90 examples sold
- 5) Cup Holder | 83 examples sold
- 6) Windshield Wipers | 77 examples sold
- 7) Dogs | 52 examples sold
- 8) USB Socket | 32 examples sold
- 9) Head-Up Display | 17 examples sold
- 10) Phone Holder | 3 examples sold

Any deviation from this results in the system responding to the shoppers to correct the situation, with the information title changing at the top of the interface.

After proceeding to checkout and filling the given fields, the user can complete their order. Once completed, their invoice

gets displayed on the screen. Finally, when the user confirms their checkout, an invoice containing the information of the products they purchase gets displayed, together with their billing details and personal information. We tried to make it fit for C.R.A.P. principles so that the website would engage with more customers.

COMP2502, Homework 2

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Işık Store

Enter your payment information

Name	<input type="text"/>	Surname	<input type="text"/>
Phone	<input type="text"/>	Postal code	<input type="text"/>
City	<input type="text"/>	District	<input type="text"/>
Address	<input type="text"/>		
Card no	<input type="text"/>		
MM/YY	<input type="text"/>	CVV	<input type="text"/>
Type	<input type="text" value="None"/>	E-mail	<input type="text"/>

Complete Your Order

Example Scenerio

For this example, you are the user. You view the top 10 items listed from various statistics and by the end your thoughts may change. You could be buying more than you planned in first place.

Then, you log into the platform and check the products with their prices. You determine how many items you will buy and see constant updates on the total price section.

Once you are ready to checkout, you just fill the fields and own the items you wanted.

You are not able to pass to the next section if you leave any field blank. If you try so, you will get a warning notification.

Once your payment is completed, you can complete your order and view your invoice!

You may find a screenshot from our invoice sample below:

The screenshot shows the checkout interface of the 'Işık Store' application. At the top, the header includes 'Human Computer Interaction COMP2502, Project' and the user's name 'Ahmet Derin Çabuk, Barış Girişmen' along with their IDs '19COMP1022, 19COMP1024'. A yellow banner at the top of the form area states 'Your credit card must have at least 4 digits'. The form itself is divided into several sections: a personal information section with fields for Name (Barış), Surname (Girişmen), Phone (05321234567), Postal code (34000), City (İstanbul), District (Kadıköy), and Address (İstanbul); a card information section with fields for Card no (1234123412341234), MM/YY (12/34), CVV (123), and Type (MasterCard); and an E-mail field (19COMP1024@isik.edu.tr). A large yellow button at the bottom right of the form is labeled 'Complete Your Order'.

The screenshot shows the order confirmation and billing details page of the 'Işık Store' application. The header is identical to the previous screenshot. A white box in the center of the page contains the following information: a 'Thank you for your order!' message, a 'Billing details' section with fields for Username (ahmet), Name Surname (Barış Girişmen), Phone (05321234567), Address (İstanbul), and E-mail (19COMP1024@isik.edu.tr); a 'Products' section listing 'USB Socket (6 * 4s)'; a 'Credit card number' section showing '**** * 1234'; and a 'Total price: 24\$' at the bottom right. The 'Işık Store' address 'Meşrutiyet Mahallesi, Üniversite Sokak No: 2 Şişli/İstanbul' is also displayed. A small 'Exit' button is located at the bottom center of the page.