



FEYZİYE SCHOOLS FOUNDATION

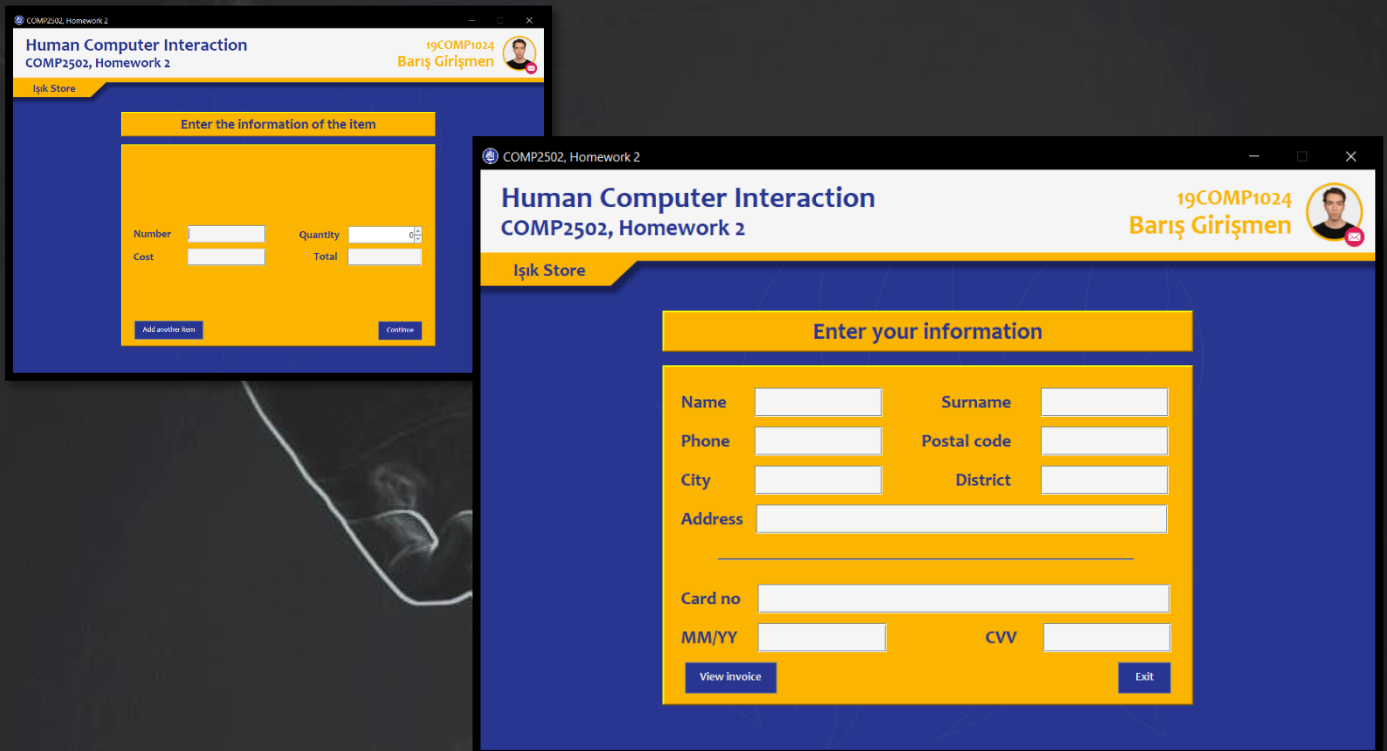
IŞIK UNIVERSITY

Human-Computer Interaction **Homework 2**

Barış Girişmen
19COMP1024

Introduction

The aim of this project was to design the two GUI screens given in the homework, using any programming language, APIs, etc. Since Java was the only programming language that I had experience in, I had no choice but to code using Java.



Having the theme of my previous homework, I planned to create a shopping application where the user would enter the information of the item of their choice first, then enter their personal information for shipping, with the choice of viewing their invoice.

As the homework instructions told us to assume as if there is a database which has the information of the user, I did not take any input from the user. Apart from the interface I prepared during my previous homework, I used JPanels to implement this application. The first JPanel is seen at the screenshot above, saying “Enter the information of the item”. It tells users what they are supposed to do and changes based on the page user is viewing. Then, the second JPanel under the first one, was made based on the instructions we were given for the homework. It includes options to add another item or to continue with next steps. Adding another item views the same page but with blank text fields to receive different inputs. Continuing shows us the 3rd JPanel, the page users enter their personal information, address details and credit card information. In this page, users also have the ability of viewing the invoice of their order. Lastly, I exported this homework as a .jar file to help you load it without importing its source codes.

Example Scenerio #1

COMP2502, Homework 2

Human Computer Interaction
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Işık Store

Enter the information of the item

Number	575	Quantity	7
Cost	10	Total	70

Add another item Continue

Assume that you are purchasing notebooks. The catalog number of the notebook you are purchasing is 575. Each notebook costs 10 in your currency and you are purchasing 7 same notebooks. At the end, it costs 70 in your currency.

For this example, you will be purchasing one type of item only. Clicking "Continue" after entering the fields above will take you to the page where you enter your personal information with fiels such as name, phone, address and credit card number. When your payment is done, you can either exit or click "View invoice" button.

COMP2502, Homework 2

Human Computer Interaction
COMP2502, Homework 2

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Barış Girişmen

Işık Store

Enter your information

Name	Barış	Surname	Girişmen
Phone	216 542 19 07	Postal code	34724
City	İstanbul	District	Kadıköy
Address Zihtüpaşa, Bağdat Cd. No 2, 34724 Kadıköy/İstanbul			
Card no 0611200219075500			
MM/YY	19/07	CVV	611

View invoice Exit

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Işık Store

Invoice

Billing details

Product name:	Product name:
Catalog code:	Catalog code:
Quantity:	Quantity:
Total price:	
Address:	

Işık Store
Mecidiyeköy Mahallesi, Üniversite Sokak No: 2 Şişli/İstanbul

Exit

If you choose to view your invoice, it will be shown as in the screenshot above. Values were not obtained since the homework instructions told us not to use an SQL database.

Example Scenerio #2

Imagine we want to purchase 5 Kg apples which is approximately equal to 30 apples. Considering each apple costs 1.25, 30 apples will cost 37.5 in total.

Let's add 1 Kg banana to our basket in the following step.

The screenshot shows a web application window titled 'COMP2502, Homework 2' with a header for 'Human Computer Interaction' and a user profile for '19COMP1024 Barış Girişmen'. The main content area is titled 'Işık Store' and contains a form titled 'Enter the information of the item'. The form has four input fields: 'Number' (value 1), 'Quantity' (value 30), 'Cost' (value 1.25), and 'Total' (value 37.5). There are two buttons at the bottom: 'Add another item' and 'Continue'.

The screenshot shows the same web application window as the previous one, but with updated values in the form: 'Number' is 2, 'Quantity' is 9, 'Cost' is 2, and 'Total' is 18. The buttons 'Add another item' and 'Continue' are still present.

Assuming each banana costs 2 in our currency and 9 bananas equal to 1 Kg, it will cost 18 in total.

So, we will continue with entering our billing details. In the end, our payment will cost 5 Kg apples + 1 Kg banana = $37.5 + 18 = 55.5$ in our currency.

We can either view our invoice as seen in the screenshot or exit the program.

Again, values were not obtained as it was not stated in the instructions of our homework.

The screenshot shows the 'Invoice' form in the Işık Store application. The form is titled 'Billing details' and contains several input fields: 'Product name:', 'Catalog code:', 'Quantity:', and 'Total price:'. There is also an 'Address:' field. At the bottom, there is a button labeled 'Exit' and some footer text: 'Işık Store Mesrutiyet Mahallesi, Üniversite Sokak No: 2 Şile/İstanbul'.