PART C

13.Describe the scope of the project that this prototype relates to

This prototype has covered the following front-end parts of the project.

* Showing and hiding the different page and sidebar items while changing login and logout states.
* Web App framework including register page, login page, home page, programs introduction page, classes searching page, class enroll page, my class page and account setting page.
* Web app side navigation bar.
* All functional forms including register form, login form and class enrollment form.
* CSS layout design
* Some Javascript help to validate the form, switch pages and change background colors.

14.Describe why prototyping tool chosen was the best for the outlined task

I choose Materialize CSS framework to form this prototype which contains some Javascript. Materialize is one of the best responsive CSS frameworks and the direct competitors with bootstrap. It comes from google designer in 2014 and comes with ready-to-use classes and components. It is flexible to layout the responsive web app and it looks fancy and modern on both mobile phones and on the desktops.

* Materialize uses a grid based system like bootstrap and also uses Jquery. It is focusing a lot on the friendly-use animations because it is a newer framework and better use of modern CSS 3.0 and Javascript. For example, I use the ripple effect, the shadow effect and the pulse effect in this prototype.
* Materialize has a plenty of color selections compared with Bootstrap. Its color palette is built around base colors. Each of the color is defined with a base color class and a selection of lighter or darker classes, creating a much broader palate for my user interface design.
* Materialize has many different components and plugins. The current components in this prototype include modals, buttons, sidenav, cards, icons, tooltips, checkboxes, pickers, select, switches and text inputs.
* Materialize has excellent selection of common icons. All icons I use in this prototype are from Materialized just by easily incorporating with a few lines of code.

15. Write three paragraphs each for how you think the tool has handled the rendering of all CSS/HTML and JavaScript code

The grid system of materialize written in html greatly facilitate the layout and typography of the mobile web app which is much convenient than writing pure CSS and HTML.

Materialize’s rich color selections for text and background and its easy-to-use icons simplify the traditional CSS design process.

Materialize is good at its animations and its flexible components and Javascript plugins so that developers could write JS focusing on key functions rather than pay too much attentions on decorating the user interface.

1. Conclusion as to how you might be able to use some of the components the tool has rendered going forward to UX2

* Class enrollment feature: users need to enroll a class by choosing a program and a time. There are two “select” components here. The options inside the second “select” component are changeable which should be updated according to the selected option of the first “select” component.
* Search classes feature: The related search results will be rendered via fetch from PHP and database. It is as same as the class enrollment feature that the options of second “select” component need to connect with PHP and database to let users choose the available options.
* View my class feature: the student’s class information is from backend web services and database.

17.Document the licensing and/or costs associated with your chosen tool

Materialized license is MIT and is free.