LAB ASSIGNMENT: 3

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Aim: To create Wireframes and design screens.

Problem Statement: Create Wireframes: Create a wireframe with proper layout structure and content.Design 6 screens, 2 dialog box and 2 error box using assortment of elements (text, images, tables, menus, etc.) on each screen keeping in mind the user interface design principles .

Theory:

1) Explain what wireframes are and why they are used.

Definition: Wireframes are visual representations of the layout, structure, and functionality of a web page, app screen, or user interface. They outline the basic structure of the product without including detailed design elements such as color, typography, or images. Wireframes define the content hierarchy, the placement of key elements, and the flow of the user interface.

Planning: Wireframes help designers and developers plan the user experience and the features that the product will offer. They provide a blueprint for the product's functionality and help define the scope of the project. Wireframes also help identify potential problems early in the design process, enabling designers and developers to find solutions before committing to a final design.

Communication: Wireframes are an essential tool for communicating design ideas to stakeholders, clients, and team members. They provide a clear visual representation of the product's layout and functionality, which can help ensure that everyone involved in the project is aligned on the project's objectives. Wireframes also help to clarify complex design ideas and can facilitate more effective collaboration between designers, developers, and other stakeholders.

User testing: Wireframes can be used to test the product's usability and gather feedback from users early in the design process. By creating a wireframe and allowing users to interact with it, designers and developers can gather valuable insights into how users will navigate the product and what features they might find confusing or difficult to use. This feedback can then be used to refine the product's design and ensure that it meets the needs of its users.

Efficiency: Wireframes help streamline the design and development process by enabling designers and developers to identify and solve problems before committing to a final design. By creating wireframes, designers and developers can quickly iterate on design ideas, test different layouts and functionality, and make changes without having to spend time on detailed design elements. This can save time and resources and help ensure that the final product is of high quality.

Cost-effectiveness: Wireframes are less expensive to produce than fully designed prototypes. This makes them a cost-effective way to test design ideas and get feedback early in the design process. By investing time in creating wireframes, designers and developers can identify potential issues and refine the product's design before committing to more expensive design elements such as color, typography, or images.

In summary, wireframes are an essential design tool that provides a blueprint for the product's layout and functionality. They help designers and developers plan the user experience, communicate design ideas, test usability, streamline the design and development process, and save time and resources.

2) List out the GUI elements (direct and indirect manipulation.

Graphical User Interfaces (GUIs) use both direct and indirect manipulation elements to allow users to interact with digital products. Here are some examples of both types of GUI elements:

Direct Manipulation Elements:

- **Buttons**: Interactive elements that can trigger an action when clicked.
- **Sliders**: A graphical control element that allows users to select a value by moving a knob or slider along a bar.
- **Checkboxes**: A UI element that allows users to select one or more options from a list of choices.
- **Radio buttons**: A UI element that allows users to select one option from a list of mutually exclusive choices.
- **Text fields**: An area where users can input text or data.
- **Drop-down menus**: A UI element that presents a list of options that can be selected by clicking on a dropdown button.
- **Drag and drop**: A UI technique that allows users to move objects by clicking and dragging them.
- **Gestures**: A way of interacting with a digital product through physical movements such as swiping or tapping.
- **Scrolling**: A way of navigating through content by moving up or down a scrollbar.

Indirect Manipulation Elements:

- **Menus**: A UI element that presents a list of options for users to choose from.
- **Toolbars:** A UI element that contains a set of icons or buttons that represent common actions.
- **Contextual menus**: A UI element that presents a list of options relevant to the current context or selection.
- **Icons**: A graphical symbol that represents an object or action.

- **Tooltips**: A UI element that provides additional information when the user hovers over an object.
- **Keyboard shortcuts**: A way of interacting with a digital product through key commands rather than clicking on UI elements.
- **Pop-up windows**: A UI element that appears on top of the main window and displays additional information or options.

In summary, GUI elements can be classified as direct or indirect manipulation, and they provide a wide range of ways for users to interact with digital products. By understanding the different types of GUI elements and how they are used, designers and developers can create intuitive and user-friendly interfaces that enhance the user experience.

Output:
 For your project you need to:
1. A wireframe designed using one of these tools and uploaded in the appropriate format (pdf,jpg).
2. Design of the 6 screens using the same tool, and uploaded in the appropriate format (pdf, jpg).This should be other than 2 dialog boxes, 2 error messages boxes.

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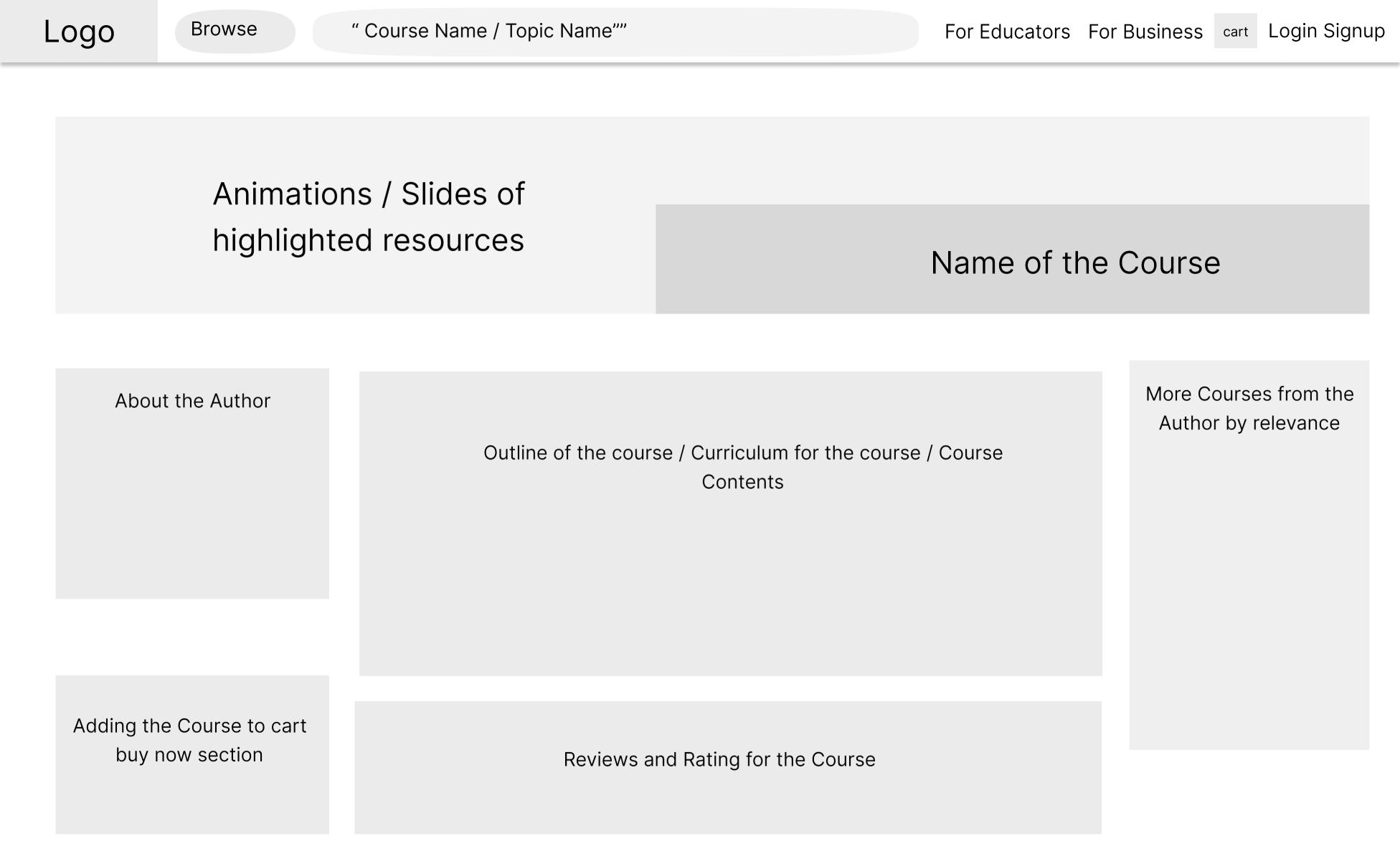Logo Browse " Course Name / Topic Name " ForEducators For Business ··· Login Signup

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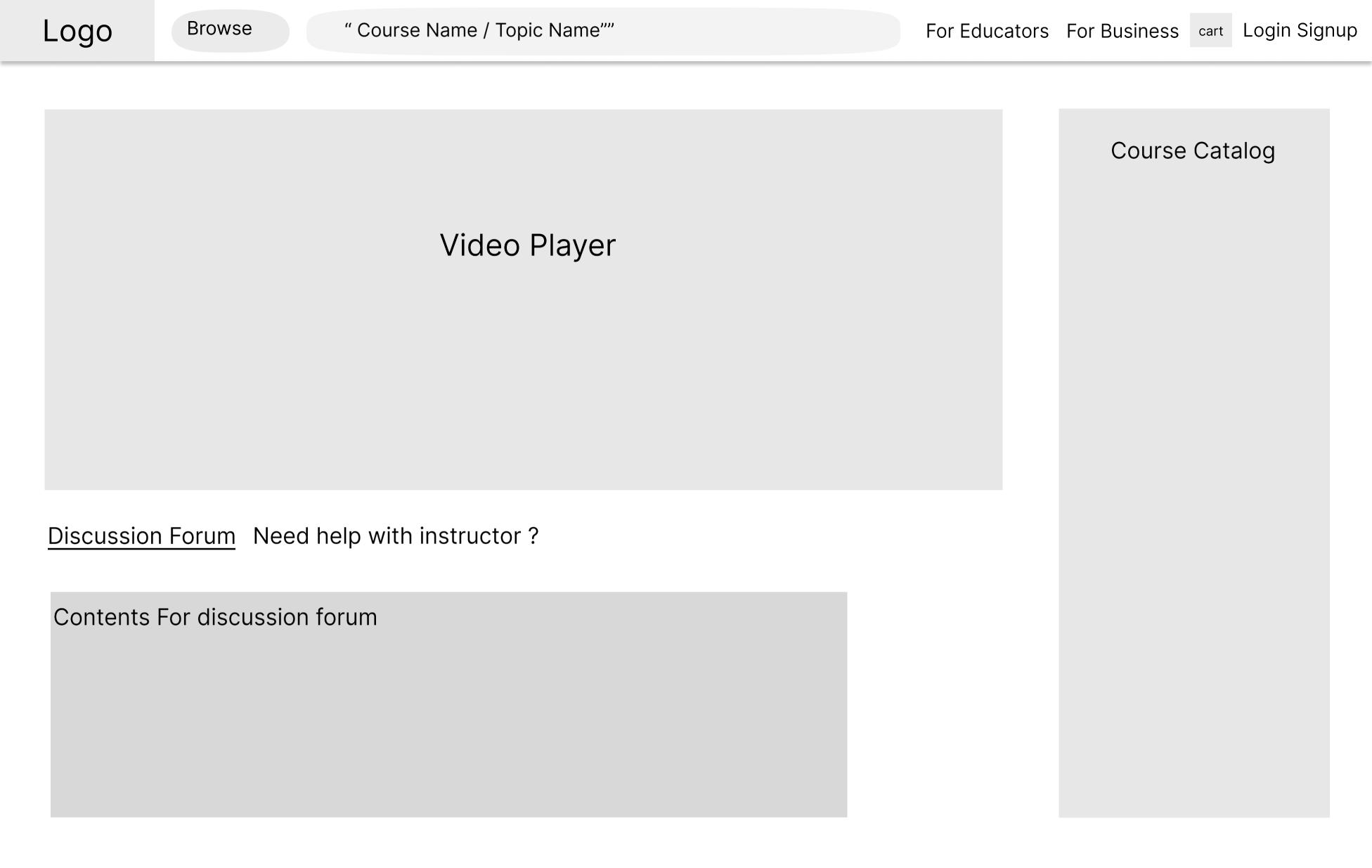Proceed to checkout

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