

# User Interface

## Assignment -1

**Ques1. What is a user interface?**

1. The user interface (UI) is the set of sensory and controls channels through which a user can communicate with a machine, in a computer, screen, keyboard, and speakers are part of the user interface because the usefulness of all of them is to make information on or leave the computer.

**Ques2. What are the steps of designing user interfaces? Explain with an example.**

- a) **Mandate definition:** - The mandate definition will be possible to establish based on meeting with the client. You will need to gather as much information in order to know exactly what is wanted, and what are the objectives.
- b) **Research and documentation:** - Gathering a great volume of information from meeting with the client, you need first to verify some of the information. You need to get more knowledge of the client's field of activity, of the environments including competition. This will give information on what content should be made available, what functionalities are needed, what style is used, etc.
- c) **Structuring the web site project:** - The ideal way of working a web site structure is to draw a flow chart and, more often, many flow chart. It gives a visual representation of the web site with all possible relations between sections. The boxes represent different pages

or sections of the web site on different vertical levels and on horizontal development. • 1st level: home page • 2nd level: section pages • 3rd level: content pages (details)

d) Ideation / Conceptualization: - It is a creative process where designers generate ideas in sessions. Participants gather with open minds to produce as many ideas as they can to address a problem statement in a facilitated, judgment-free environment. e) Creation and presentation of mock-ups: - This represents the design in more detail, an illustration of how the product screens will look. It's a midpoint between a wireframe and a prototype, having colours, logos, pictures. Choose visually appealing and readable typography for website with right combination of alternatives. Font-size, weight and colors play a crucial role in readability.

Ques3. When is the first computer invented? And what type of interface it had?

3. Interface. The user interacted with the computer feeding it with punch cards or paper tape. There was no real-time answers and it could take sometimes many days before getting an answer.

Ques4. What are the common components of a user interface? Explain them in detail.

4. a) Functional design: - The interface design has to do with how users interact with the web site. It should be viewed as collections of various tasks with a

beginning, a middle and an end. It is necessary to wonder what users want to do, what tasks they will want to complete upon arrival on the web site. b) Information design: - Content has to be segmented, divided into different logical categories in a way that users will easily find what they are looking for. Users also need to be guided. The interface has to show them where and how they can complete the tasks we anticipated them to looking for. c) Aesthetic design: - This aspect of the user interface design has to do with the look and feel of the web site, the style. However, it isn't just aesthetic in this sense that nothing will be created with the only purpose of being nice to see. The artistic work is channelled with various constraints

**Ques5:- What is the significance of user interface?**

**5.** A good User Interface is important in the sense that it makes it easier for your target audience to clearly see what your products are. It is designed in a way to display the services that you offer without ambiguity, in order to draw your visitors' attention and keep them on your site.