Chapter 5

System Implementation

This chapter discusses the overall design of the personalized Graphical User Interface. The chapter also gives a description of the architecture of the system and also the detailed design issues of the components of the system.

5.1 System Architecture

A system architecture is a conceptual model that defines the structure, behavior, and more views of a system. An architecture description is a formal description and representation of a system, organized in a way that supports reasoning about the structures and behaviors of the system. A system architecture can comprise system components that will work together to implement the overall system.

Following figure 5.1 is the block diagram of Personalized GUI-

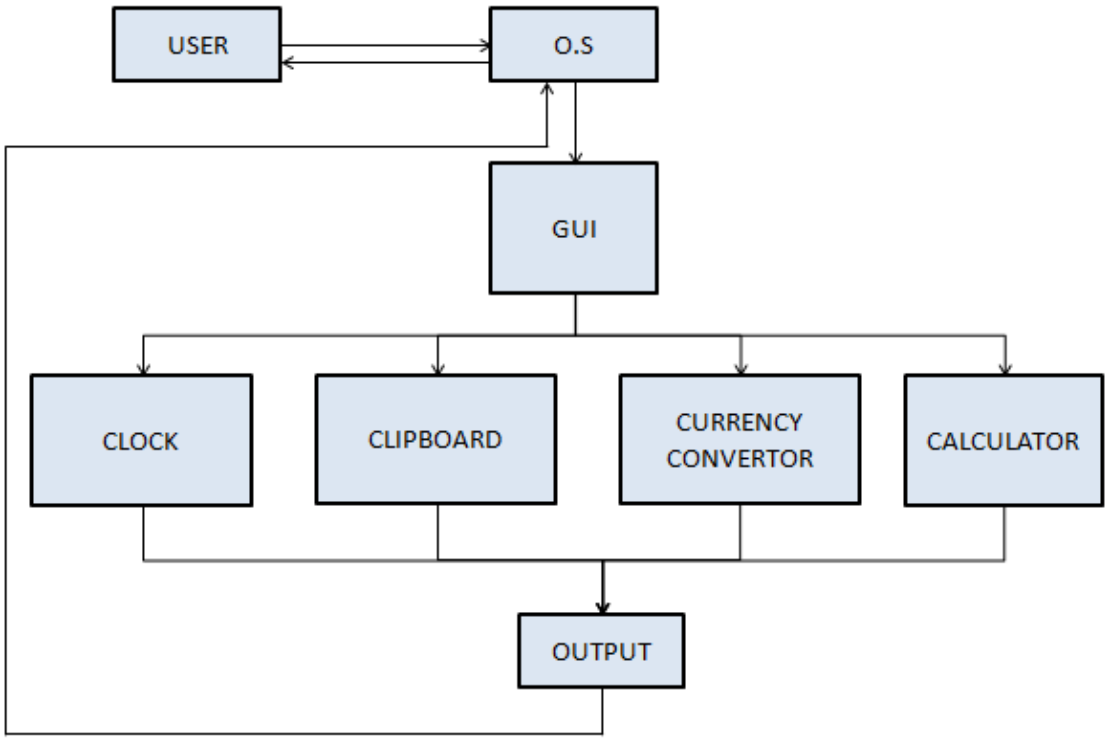

Fig. 5.1 Block Diagram of the System

Our system architecture consists of following components.

- End user
- Graphical User Interface(GUI)
- Operating System

Within the Graphical User Interface, we have four modules which are interactive to the user clock, clipboard, calculator and a currency convertor. When the user interacts with one of these modules an output is produced.

5.1.1 End User

An end user is a person who ultimately uses or is intended to ultimately use a product. The end user stands in contrast to users who support or maintain the product such as sysops, system administrators, database administrators, information technology experts, software professionals and computer technicians. End users typically do not possess the technical understanding or skill of the product designers, a fact that is easy for designers to forget or overlook, leading to features with which the customer is dissatisfied.

5.1.2 GUI

The GUI developed by us is personalized i.e. a user can use as per his/her requirement. It has Alarm Clock, Clipboard, Currency Convertor, and Calculator. These will help a user to do tasks effectively and efficiently.

5.1.3 Operating System

Operating System is low-level software that supports a computer's basic functions, such as scheduling tasks and controlling peripherals. It acts as intermediate between end user and the GUI developed and installed in the O.S.