

## PART B

(PART B: TO BE COMPLETED BY STUDENTS)

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Date of Experiment:	Date of Submission:
Grade:	

### B.1 Domain selected by student:

- Sports

### B.2. Source Code of GUI :

```
<html>
<head>
<style>
.div{
    margin: auto;
    width: 60%;
    color : white;
    padding: 10px;
    background-color : rgba(0, 0, 0, 0.5);
}
.label
{
    font-size : 20px;
}
body
{
    background-image: url('bg.jpg');
    height: 100%
background-position: center;
background-repeat: no-repeat;
background-size: cover;
}
.box{
    background-color : transparent;
    color : white;
    border : 1px solid white;
    height : 30px;
    width : 200px;
}
::placeholder {
    color: white;
    opacity: 1;
```

```

    }
    .head
    {
        text-align : center;
        color : white;
    }
    .submit
    {
        margin-left : 400px;
        width : 200px;
        height : 30px;
        color : white;
        border-radius : 10px;
        background-color : rgba(0, 0, 0, 0.8);
        border : 1px; solid white;
    }
}

</style>
</head>
<body>
    <h1 class="head">Sports Club Membership</h1>
    <div class="div">
        <h3 class="head">Registration Form</h3>
        <h6 class="head">Complete the form below to sign up for our
membership service.</h6>
        <h4>Your Details</h4>
        <hr>
        <form>
            <label class="label">Name : </label>
            <input type="text" placeholder="First Name"
class="box"><br><br>
            <label class="label">E-mail : </label>
            <input type="email" placeholder="Enter Your E-mail"
class="box"><br><br>
            <label class="label">Phone Number : </label>
            <input type="number" placeholder="Phone Number"
class="box"><br><br>
            <label class="label">Address : </label>
            <input type="text" placeholder="Street Address"
class="box">
            <input type="text" placeholder="Street Line 1"
class="box"><br><br>
            <input type="text" placeholder="City" class="box">
            <input type="text" placeholder="State"
class="box"><br><br>
            <input type="text" placeholder="Pincode"
class="box">
            <input type="text" placeholder="Country"
class="box"><br><br>

```

```

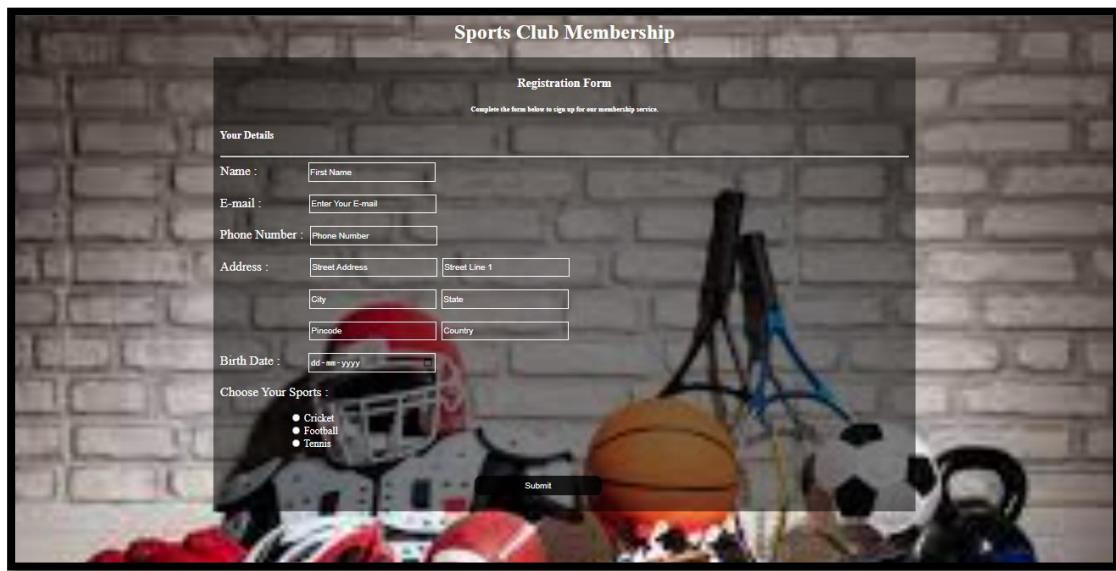
<label class="label">Birth Date : </label>
    <input type="date" placeholder="Enter Your E-mail"
class="box"><br><br>
<label class="label">Choose Your Sports :
</label><br><br>
    <input type="radio" name="Cricket">
    <label>Cricket</label><br>
    <input type="radio" name="Football">
    <label>Football</label><br>
    <input type="radio" name="Tennis">
    <label>Tennis</label><br><br><br>

    <input type="submit" value="Submit" class="submit">

</form>
</div>
</body>
</html>

```

### B.3 Screen Snapshot of GUI Design:



## **B.4 Direct Manipulation**

Direct manipulation is a style of Human Machine Interaction (HMI) design which features a natural representation of task objects and actions promoting the notion of people performing a task themselves (directly) not through an intermediary like a computer. Virtual Reality can be viewed as a field which can draw upon the principles of direct manipulation for Human-Computer Interaction (HCI) design or as an example or extension of direct manipulation itself. In VR, not only can task objects and actions be naturally represented, the task environment can be naturally represented as well. With either view, an understanding of direct manipulation principles is essential for the successful design of human computer interfaces in virtual environments. The remainder of this article will discuss the characteristics and benefits of direct manipulation along with its relation to virtual environments and the foundation areas of computer science.

## **B.4 Conclusion:**

Here we created a basic User Interface for Registration Sports club membership which is very less cluttered.