**Computer Science Department**
**373 CCS Web Engineering**
**Instructor:  Ms. Thejovathi Lakkmisetty**
Semester -III
Group May_ 2761 and 2579

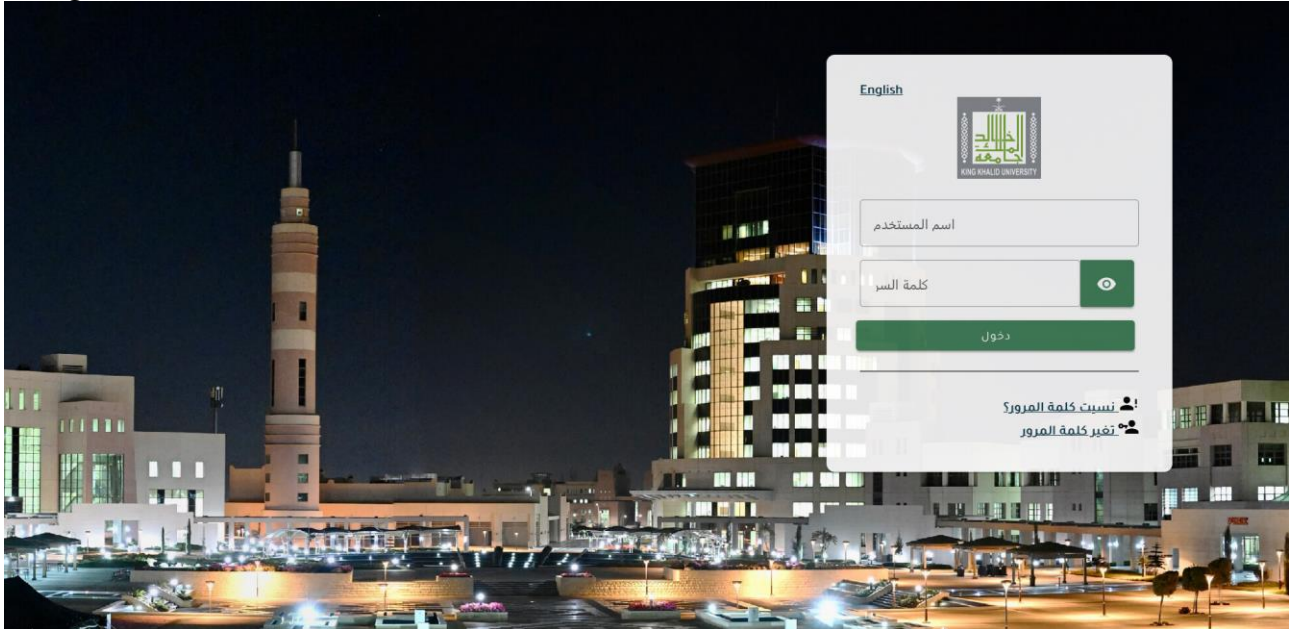Name:                                        ID_Number:

Design an Interface.



**1. Review user characteristics and categories, user tasks, use cases, and related information contained in the analysis model and refine as required.**

First, the users of this interface are all students within the campus of King Khalid University in all and various disciplines of study, including information systems, computer science, medicine, and others.

Secondly, the main task for the users is to register their university numbers with their password, then authenticate via Google document to access their study materials, do assignments and tests, download the course chapters, and so on.

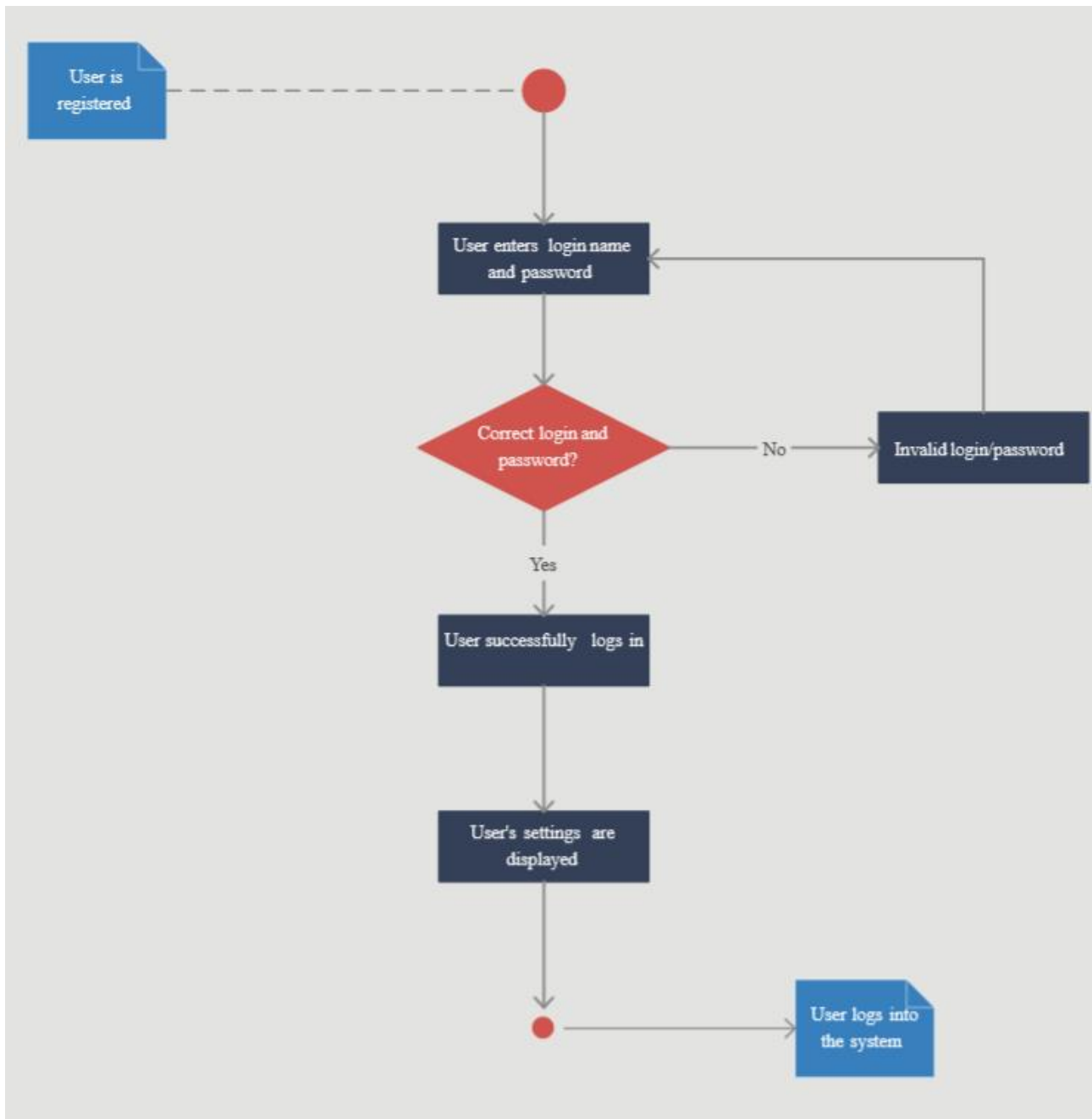It is used in cases such as:

Entry for a specific test

Duty resolved and delivered

Enter an online lecture

Follow-up study materials

Review teacher notices

2. Develop a rough design prototype of the WebApp interface layout.

### 3. Map user objectives into specific interface actions.

- The main objectives are:

- Browse existing materials and classes that are uploaded by subject teachers

- Upload assignments and activities entrusted to students through the site to reach teachers

- Conducting online tests

- Easy and smooth entry to the virtual classroom

- Browse scores

- Discuss topics in groups


### 4. Define a set of user tasks that are associated with each action.

- Firstly, the interface consists of:

- Enter the user's collective number in the space provided, then.

- Enter the password in the space provided.

- If the information is correct, it will move to the authentication screen.

- The student enters the authentication code and enters the internal system.

- But if the password is rejected and the student forgets the password.

- He will click on the reset password button.

- In the event that the student wants to change his password, he will press the
  Change Password button.

- When the user wants to change the language, he presses the button at the top right
  of the page.

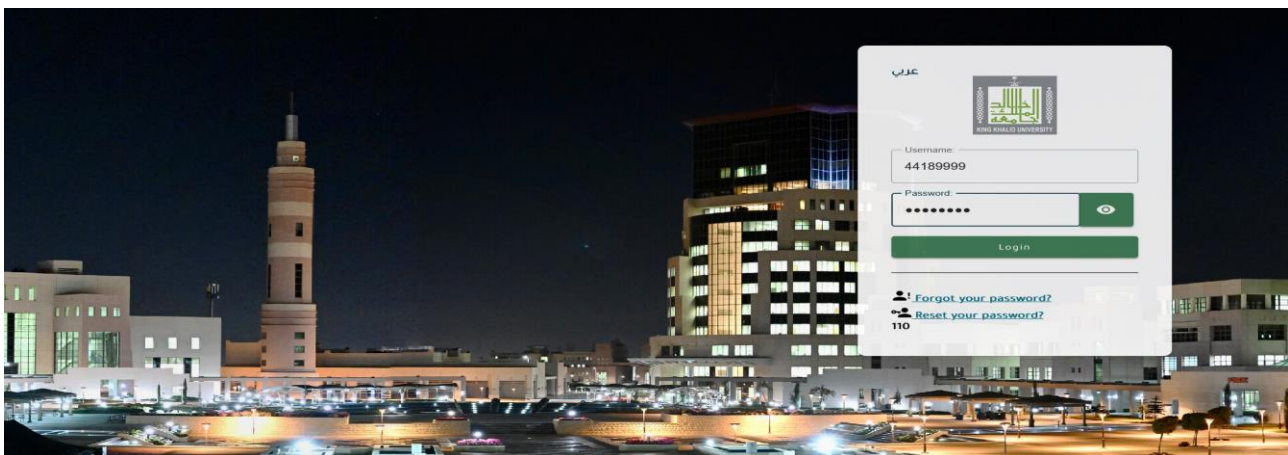5. Develop screen images for each interface action.

The password accepted and witing for code:
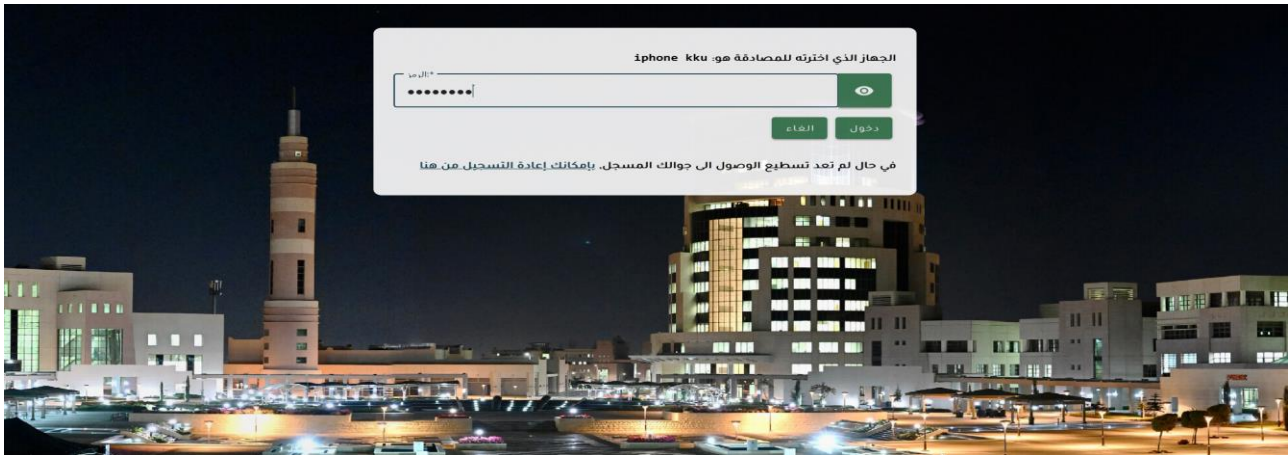


Reset password:
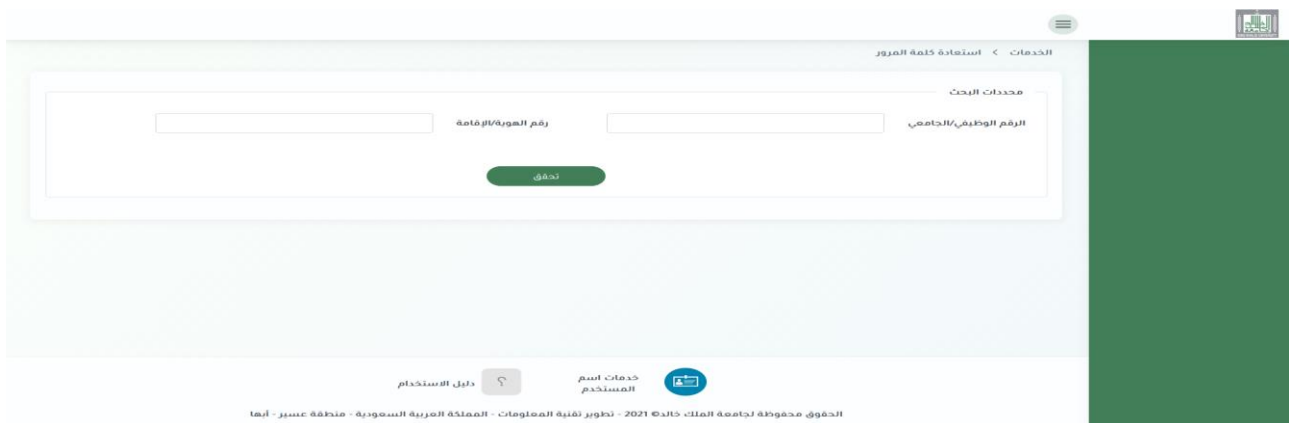


Change language:

**6. Refine interface layout and screen images using input from aesthetic design.**

It is possible for the password change interface to be developed in a more interactive, simplified and easy-to-use manner for the student who uses the interface, because when asking and searching, the problem facing the majority was changing the password, the complications that occur every time

**7. Identify user interface objects that are required to implement the interface.**

- We need the fields that the user will fill in with information to log in

- We need the button to be pressed to log in

- We need the link that takes us to the interface to change the password or forget the password

- We need a button that changes the language of the interface

**8. Develop a procedural representation of the user's interaction with the interface.**
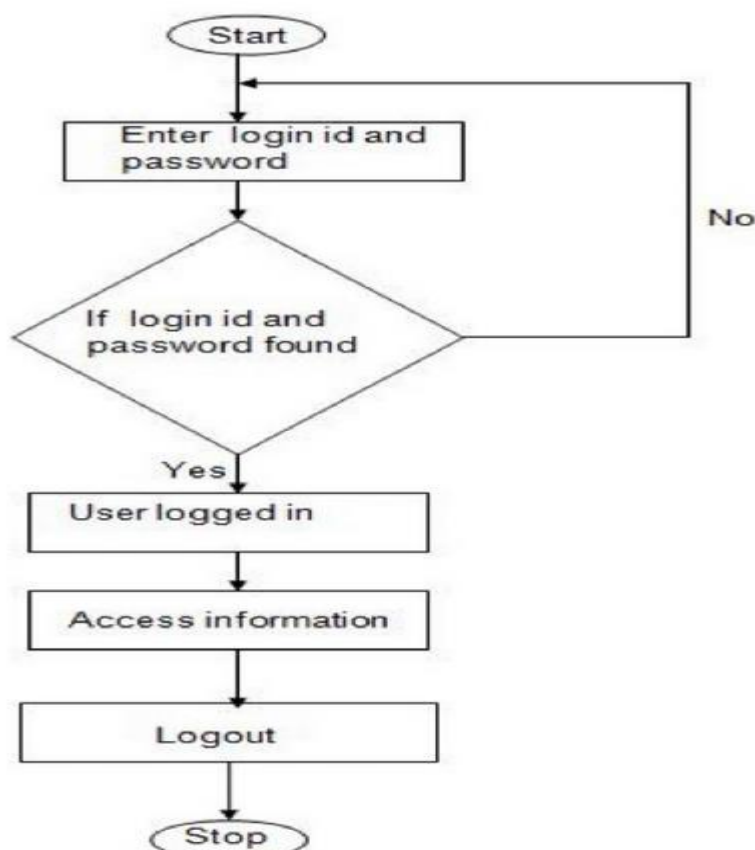
9. Develop a behavioral representation of the interface.

عربي

**KING KHALID UNIVERSITY**

Your account is not recognized and cannot login at this time.

Username:

441813693

Password:

••••••••

👁

Login

👤! Forgot your password?

👤⚷ Reset your password?

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**10. Describe the interface layout for each state.**

- If you leave the page for a long time without using it and then return to use, the screen will display a return button with the phrase "Click here" because the session has ended and you need to log in again.

- In the event that the name and password are entered correctly, a pop-up screen will appear, suggesting that the information be saved.

- In the event of an error in entering the information, a message will appear in red indicating that you made a mistake and you should try again.