MUMBAI EDUCATIONAL TRUST

MET INSTITUTE OF COMPUTER SCIENCE

Program Number	**1**
Roll Number	**1563**
Title of program	**Intrduction to UI and UI Lifecyle**
Objective	**Submit a PDF of your notes covering the following topics:** **1) Introduction to UXD and UID** **2) Elements of UID** **3) Types of UI** **4) UI Lifecycle**

User Interface

A user interface is the point of human- computer interaction and communication on a device, webpage, or application. Every app and every website has a user interface.

User interface (UI) is a series of pages, screens, buttons, forms, and other visual elements that are used to interact with the device.
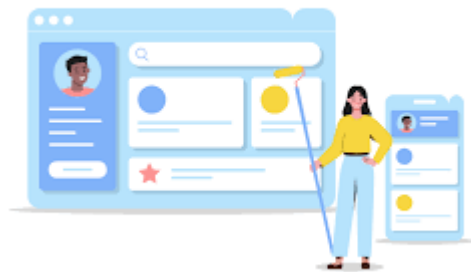

User interface design

User interface Design is the process of designing what a user interacts with when communicating with software.

User interface(UI) Design is the creation of graphics, illustrations and the used of photographic artwork and typography to enhance the display and layout a digital product within its various device views.

Elements of UID
1] Input Controls
2] Navigation Components
3] Informational Components
4] Containers

Navigation Controls - One of the most critical components in UI design consists of breadcrumbs

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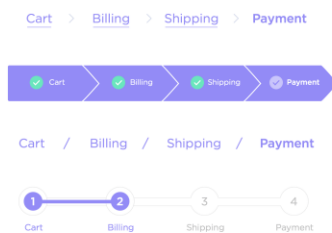
Breadcrum informs the user about the current location within the application, so that they can identify a clickable tray.

2] **Pagination** divides the contents into   allowing the user to navigate sequentially or to directly jump to the page.

3] **Search Box** : - Helps the user to navigate to the desired content

4] **Slider** :- Also known as track bars. Allows users to set or adjust a value.

5] **Hyperlinks** :- It used to navigate from one page to another.

6] **Information Component** : - Provides information

7] **Notifications** :- Used to prompt the user on various ascepts.

8] **Alert** :- It provides a warning message to the user on completion of a task.

9] **Confirm** : - It asks for the approval of the user for completion of a specific task.

Containers - It contains page element to a reasonable maximum width to accommodate information on user user screen.

Accordion - Accordions are vertically stacked list of items that shows or hide functionalities. Clicking on a label expands the section

TYPES OF UI

1. Graphical User Interface

2. Voice Controlled Interface

3. Gesture-Based Interface

Form Based User Interface

Used to enter data into a program or application by offering a limited selection of choices.

Studio Rental Application Form

Organization

Main contact

First | Last

Email address

Please provide a brief description of your rental request

Start date

MM/DD/YYYY

End date

MM/DD/YYYY

Menu-Driven user Interface

A UI that uses a list of choices to navigate within a program or website.

For example - Atms use menu driver UIs are easy for anyone to use

Touch User Interface

User interface through touch.

Most smartphones, tablets and any device that operates using a touch screen use haptic input.

Voice User Interface

Interactions between humans and machines using auditory commands.

Examples include virtual assistant devices, like-to-text, GPS and mu

STRATEGY

EVALUATE

BETA LAUNCH

LAUNCH

RESEARCH
1. Interviews
2. Observation
3. Surveys

PRODUCTION
1. Development
2. Technical Testing
3. Usability Testing
4. Data Analysis

ANALYSIS
1. Personas
2. Scenarios
3. Information Architecture

DESIGN
1. Workflow
2. Wireframes
3. Branding