

INTRODUCTION TO UI/UX

UI/UX : stand for User Interface and User Experience. UI is the visual design of a product or service, such as the screens, buttons, icons and other elements that enable someone to interact with it. UX is the overall experience and feeling that the user has when interacting with the product or service.

Image : A image is a visual representation of something. A computer image is a picture composed of an array called pixels.

Types of images :

1. BITMAP : BITMAP images treat each dot in an image separately. These dots or pixels can be different colours with each colour being represented as a binary number. Bitmaps produce good quality images where shading and detail are needed.

Types of BITMAP :

1. GIF (Graphics Interchange Formats) : It supports 256 colors. It is ideal for small icons used for navigational purpose and simple diagrams due to its compact size.

2. JPEG (Joint Photographic Experts Group) : It stores information as 24 - bit color. It has become the main graphics file format for the World Wide Web and any browser can support it.

3. PNG (Portable Network Graphics) : PNG is the only lossless format that web browsers support. PNG supports 8 bit, 24 bits, 32 bits and 48 bits data types.

2. Vector : Vector images or graphics are made up of objects such as straight lines, curves or shapes. Each portion of the image is represented mathematically. Each object is defined by its characteristics such as positions, width of the lines and patterns. It can be of types SVG, WMF and EMF.

Pixel : An image on a screen is made up of dots called pixels. A pixel is the smallest part of the screen that can be controlled by the computer or other devices.

Resolution : The total number of pixels on a screen is called its resolution.

DPI (Dots per inch) : DPI is a way of measuring an image's original intended size and its resolution, or quality. DPI is a measurement of dots per inch of a printed or monitor-viewed image. The higher the dpi, the higher the resolution, and the better the image quality.

Video : Video is an electronic medium for the recording, copying, playback, broadcasting, and display of moving visual media.

Types of video file format : WebM (.webm), Windows Media Video (.wmv), Flash Video (.flv), and Ogg Video (.ogv).

HTML : HTML is an acronym which stands for Hyper Text Markup Language which is used for creating web pages and web applications.

Hypertext : Hypertext is text displayed on a computer display or other electronic devices with references (hyperlinks) to other text that the reader can immediately access.

Websites : A website is a collection of many web pages, and web pages are digital files that are written using HTML(HyperText Markup Language). To make your website available to every person in the world, it must be stored or hosted on a computer connected to the Internet round a clock. Such computers are known as a Web Server.

Hosting : Hosting, in its most generic sense, is a service through which storage and computing resources are providing to an individual or organization for the accommodation and maintenance of one or more websites and related services. While hosting doesn't need to be IP-based, the vast majority of instances are web-based services that allow a website or web service to be globally accessible from the Internet.

AR (Augmented Reality) : Virtual elements overlayed on the real world. works through a headset or smartphone.

VR (Virtual Reality) : Fully virtual experience. works through a headset.

MR (Mixed Reality) : Anchored virtual elements that can interact with the real world. Usually works trough a headset.

Multimedia : Multimedia is a form of communication that uses a combination of different content forms such as text, audio, images, animations, or video into a single interactive presentation, in contrast to traditional mass media, such as printed material or audio recordings, which features little to no interaction between users