# Wireframe

## Mushroom Classification Application

By

VIJAI VIKRAM I

Revision Number: 1.0
Last date of revision: 10/04/2024

## Document Version Control

| Date Issued | Version | Description Author |
|---|---|---|
| 10/04/2024 | 1 | Initial Wireframe - V1.0 Vijai Vikram |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

# Contents

# Abstract

This wireframe outlines the skeletal structure of the mushroom classification interface, serving as a visual guide for developers and designers. It focuses on fundamental design elements and layout, providing a blueprint without delving into visual aesthetics. The wireframe acts as a communication tool, fostering collaboration between teams to ensure a shared understanding of the interface's architecture. It highlights the placement and functionality of key components, emphasizing usability and user experience. The document aligns with project objectives, enabling iterative development and refinement based on feedback. Usability standards guide the wireframe, prioritizing clarity and ease of interaction. The wireframe's exclusion of visual aesthetics allows for a concentrated emphasis on functionality and layout. Overall, it streamlines the development process, contributing to the successful implementation of the mushroom classification interface.

# 1. Introduction

## 1.1 Wireframe Documentation Overview

Wireframe documentation is a crucial component in the early stages of designing and developing digital interfaces, providing a visual roadmap for the structure and functionality of a system or application. It serves as a skeletal representation, outlining the key elements, layout, and user interactions without the distraction of detailed design elements or content.

## 1.2 Purpose of Wireframe Documentation

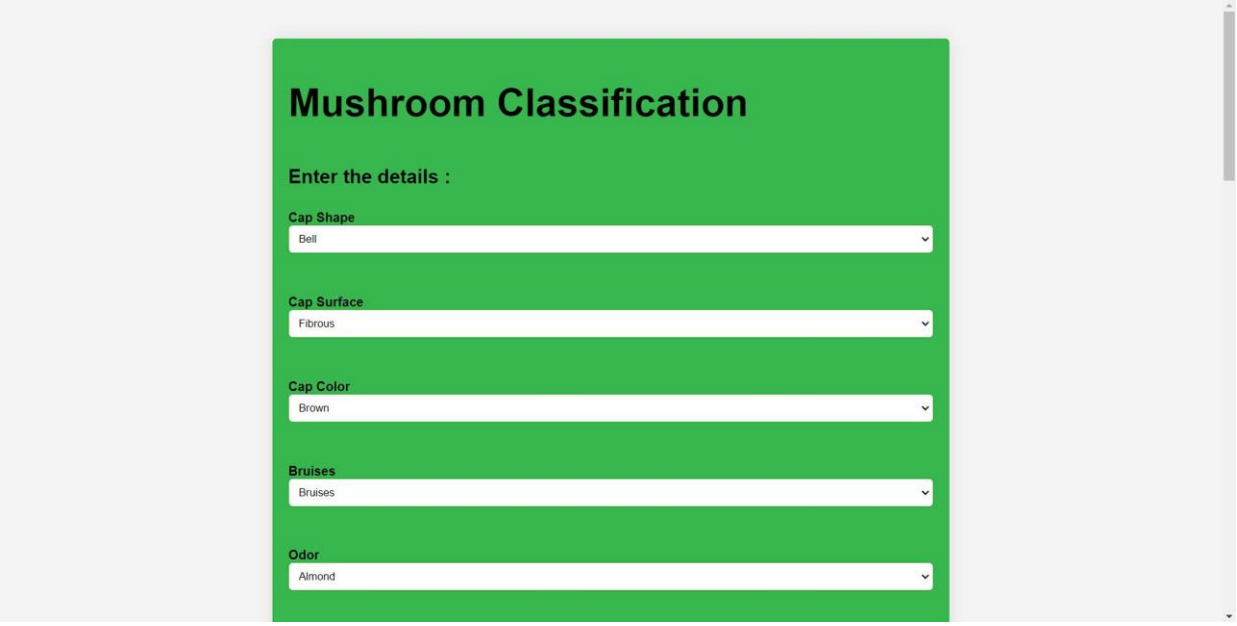
The primary purpose of wireframes is to communicate the basic structure and flow of a user interface, acting as a blueprint for designers, developers, and stakeholders. It helps in aligning expectations, refining ideas, and ensuring a clear understanding of the project's scope and requirements.

# 2. Home Page:

## 2.1 Description:

The Home Page serves as the initial landing page for users visiting the Mushroom Classification. Its primary purpose is to provide a welcome message and introduce users to the system's functionality.

## 2.2 Visual Representation:

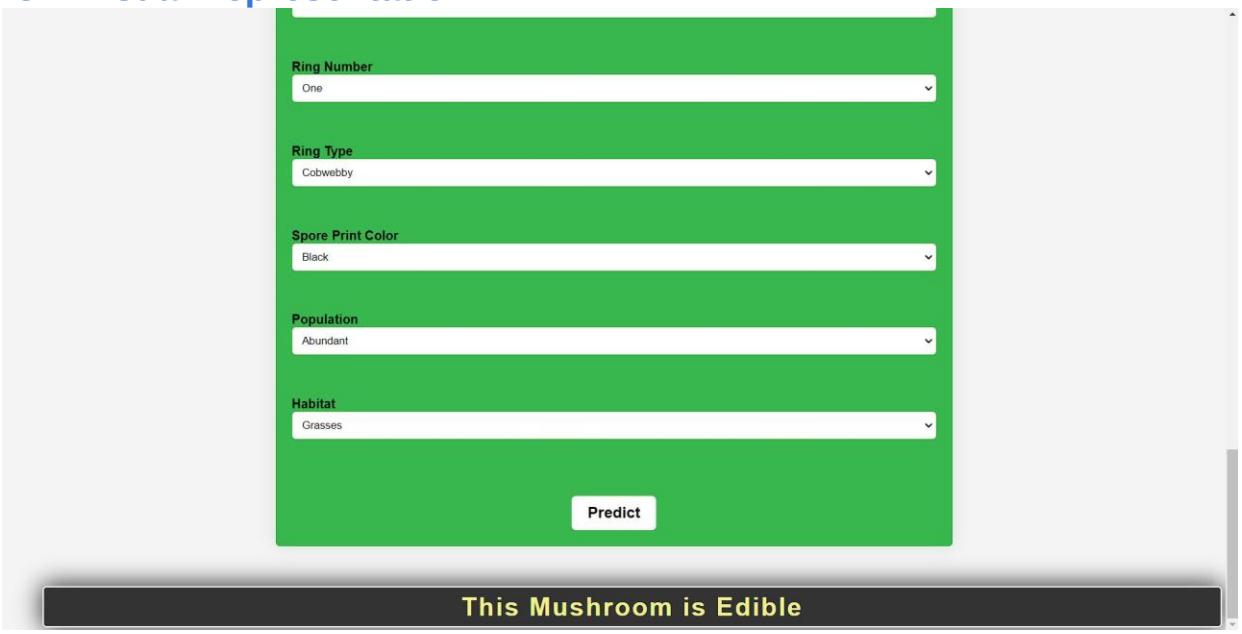


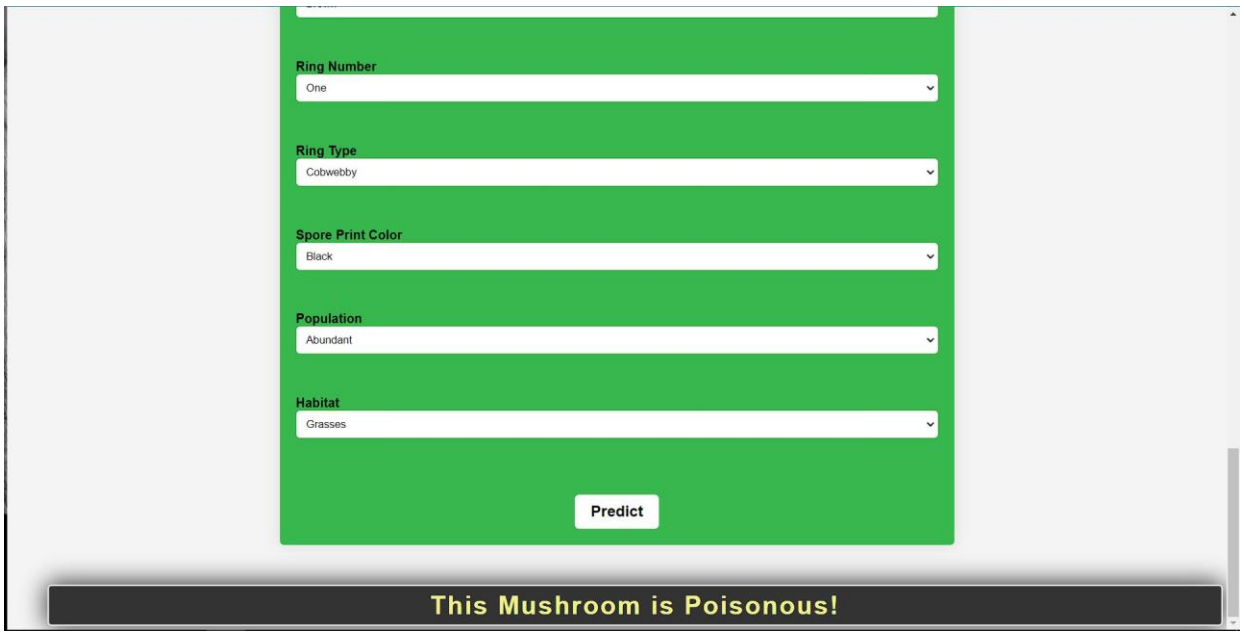

# 3. Form Page:

## 3.1 Description:

The Form Page serves as the interactive section where users provide specific details related to Mushroom Classification. The form is designed with a clean and user-friendly interface, making it easy for users to input necessary information.

## 3.2 Visual Representation:




# 4. Result Page:

## 4.1 Description:

The Result Page displays the Mushroom is Poisonous or Edible.

## 4.2 Visual Representation: