

# Product Prototype Creator and Presenter

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**Abstract**— Our application is very useful for designers and developers so that complex applications can be designed with ease; our application gives inbuilt components so that prototype can be created before we can code the actual application. Complex behavior can be mixed together. Application provides a working canvas where with the help grouped components the user can design the prototypes. User can easily rearrange the components on the canvas. Application provides drag and drop option, alignment option, resize editing etc. user can arrange the pages. Different icon and image management also give the user more powerful option to design. Duplication can be avoided with master, pages can be linked also. Application helps to design interface and modification more easily. Simulation can created for different pages, any interaction and combination can be set. Application provides different types of export and sharing options also. Application helps in extend the library; even custom component can be designed for later use.

**Keywords:** Simulation, Sharing, Designer.

## I. INTRODUCTION

Wireframes may be utilized by different disciplines. Developers use these kinds of wireframes to get a more interactive sites which helps to create sites and demonstration of project, while designers use this wireframes to push the user interface process. User will get the experience of designing and information architects use the wireframes to show navigation paths between the pages. Business stakeholders uses the wireframes to ensure that requirements and objectives of there project are met through their design. Other professionals who create wireframes include business analysts, information architects, interaction designers, graphic designers, programmers, and product managers.

Wireframes will have different levels of details and can be broken up into some categories in terms of fidelity and resembling the end product.

Low-fidelity resembling a rough diagram(sketch) or a quick mock-up, low-fidelity wireframes will have less detail and their are quick to produce. These wireframes help the project teams to collaborate more effectively since they are abstract in nature, using the symbols like rectangles and labeling to represent the content. Dummy content, Latin filler text, sample or symbolic content are used to represent data when real content is not available. High-fidelity- High fidelity wireframes are mostly used for documenting because they uses a level of detail that almost matches the design of the webpage, thus it takes longer to create.

## II. LITERATURE SURVEY

Wireframes are the important designing tools that are used in developing a web pages. It is a visualization tool for presenting the functions, structure and contents of a Web

page or Web site. Wireframe will separates the graphic elements of a Web site from the functional elements in such a way that designer team can easily elaborate how users will interact with the those Web sites. A wireframe includes following points:

- (1) Key page elements with their location, such as header, footer, navigation, content objects, branding elements.
- (2) Grouping of elements, such as side bars, navigation bars, content areas.
- (3) Labeling, page title, navigation links, headings to content objects
- (4) Place holders, content text and images.

A wireframe is a visual representation of a single web page, devoid of any graphic treatment. As the name suggests, it is a framework made with wires, which define basic layout and placement of content and page elements such as navigation; header & footer; branding etc.

They are sometimes called as “page schematics”, “page architecture” or even “blueprints” which are referred.

It is helpful to use the architectural blueprint metaphor in understanding wireframes. Architectural blueprints show us the form of the building the functionalities and define the functionality of the spaces and paths for circulation, while provide the contractor and interior designer specifications from which to build from. Likewise these wireframes define the areas of content and functionality, navigation strategy while providing a framework from which the programmer and graphic designer can build from.

A full wireframe has the following information:

- Layout: General arrangement of page elements such as headers, footers, navigation, content area, and often branding. It communicates the decisions that as been made as to the navigation strategy of the sites, it also shows the priority of the content on the page.
- Content inventory: What content to be presented on the page
- Web elements: Headers, links, forms, lists, images etc.
- Behavior: Notes /annotations may be added as to how elements should be viewed such as number of elements or what functional behavior occur when an element is activated (pop ups, page refresh, link to another page, or external site etc.)

## III. BACKGROUND METHODOLOGIES

### A. SIMULATION

#### 1) Simulation

Simulation helps to create real feel of the application. User can have event triggers and actions that help to create rich simulations.

## 2) Export

Prototype can be converted or exported to JPG or PDF file also into different pages.

## 3) Templates

Application provides templates that help user to use prebuilt components. Commonly used interfaces are provided by the application so that the user can use it for design. User can also use the search option to pinpoint the search. Templates can be selected and added to project.

## B. SHARING

### 1) Share

User can share the prototype with the customers with different share option provided by the application.

- Prototype can be shared with URL and even the pass code can be give and the URL can be shared by mail.
- URL can be shared with the personal email also. User access can be controlled.
- Other peoples can also edit the prototype or collaborate in design.
- Collaborator can be added by giving the name, email and then can invite user button so that users can collaborate.

## C. DESIGNER

### 1) Master Pages

User can create master page so that it can be used all over.

### 2) Drag and Drop

Create prototypes or mockups by simply dragging components onto the canvas.

### 3) Component

User can use library which contains labels, objects, layouts etc that can be used for prototype. It saves time. Categories of component give user to select according to the need. Application can provided quick search option for fast search.

### 4) Clone

Application helps to manage favorite projects and backups.

### 5) Versioning

User can create version in order to rollback or change to a prior version.

### 6) Expand

This helps to removes all the menus and panels so that user have a larger page area to work.

### 7) Manage images & Icons

User can manage the icons, and even images can be uploaded and modified with different type of options available. Color adjustment can be done.

### 8) Properties

Name of the projects can be modified or the page order can be changed, easy drag option is provided

## IV. EXISTING SYSTEM

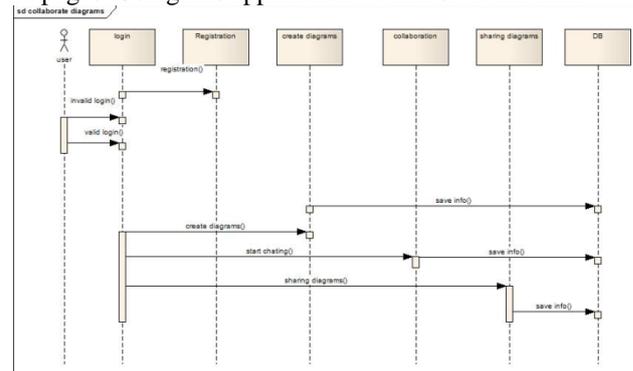
There are some traditional existing applications but each one has a limit. As the advancement of the technology and business we require an application where we have all the advanced features the companies are looking for. With new ideas and full market survey we are designing this leading software application.

Traditional applications are complicated and only for professional use (trained designers) but our application

we are including easy to use interface so that even basic users can take advantage. In traditional applications we also face the problem of collaboration, so our application provides multiple options of sharing to solve this problem; it makes our application more flexible in sharing ideas. Even more designing options are included.

## V. RESULT

This application is very useful for designers and developers so that complex applications can be designed with ease: and this applications provide the inbuilt components so that prototype can be created before we can code the actual application. Also this Application provides drag and drop option, alignment option, resize editing etc. user can arrange the pages. Using this application we can save the time.



## VI. CONCLUSION

Wireframes is an effective communication tool from which everyone involved in the developing the process can benefit:

- CLIENTS - get a better understanding of what is going to be developed because it gives a blueprint of a project and can judge if the solution adequately addresses their needs of project. They can see if something is missing in the user interface, what actions are available, and how the interface elements are put together. Quite often, showing a wireframe to a business stakeholder brings up an important aspects not considered before. This is a good thing because fixing issues in the wire framing stage is much easier and cheaper than fixing them later, when they are set in code.
- PROJECT MANAGERS – uses the wireframes to ensure that all stakeholders are on the same page and decide on what is going to be built. As the project progresses they can use the wireframes as checklists to keep track of the progress and verify that everything important has to be considered and implemented.
- DESIGNERS - can rely on wireframes as they give a blueprints for the visual design of the user interface. Wireframes provide them with the skeletal structure which they can turn into pixel-perfect mockups with colors, fonts, and other design elements.
- DEVELOPERS - will make use of wireframes to get an understanding of the their solution's functionality and technical requirements. Few wireframes put together in a storyboard can be helpful to developers in determining how a series of user interactions should work together.

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