UI/UX Design Helping Assistant Platform for Website

And App Development Using Feature-Driven Development

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APPROVAL

This Project titled "**UI/UX DESIGN HELPING ASSISTANT PLATFORM FOR WEBSITE AND APP DEVELOPMENT USING FEATURE-DRIVEN DEVELOPMENT**", submitted by *Piklu Mohan Dey*, *Omar Faruk* and *Amina Khanam* to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on *June 2021*

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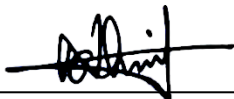Jahangirnagar University

DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Mr. Aniruddha Rakshit, Senior Lecturer, Department of CSE,** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ABSTRACT

This project presents the latest invention in the field of Feature-Driven Development, An UI/UX Design Helping Assistant Platform for Website and App Design those who are ignorant about UI / UX design. As a Web Developer or Designer, Our main objective is to create our website, how easily the consumer can use it and how comfortable it can be for the user. For this, we need to know the user interface and user experience in detail above. And, Our idea is, We build a system where you, as a beginner or a professional, can get detailed knowledge about different types of websites, from customize to color, font, header, footer, menu bar, information customize, etc. Different types of websites like,.e-commerce Website, Business Website, Entertainment Website, Portfolio Website, Media Website, Brochure Website, Nonprofit Website, Educational Website, Entrepreneur Website, Personal Website, Web Portal, Wiki or Community Forum Website. It will give detailed information about how to design them and make them user friendly.

TABLE OF CONTENTS

LIST OF FIGURES

<div align="center">

Chapter 1

Introduction

</div>

1.1 Background

1.1.2 History of UI/UX Design

When you admit user expertise style it's a word we tend to instantly go along with application and websites. And particularly once considering a typical narration of a UX designer, it will trick you into idea that it's a contemporary conception.

The word was 1st coined in 1993 by the psychological feature scientist and designer Don Norman once he worked at Apple laptop — however the UX field is older than the term.

So, I'm difficult you to explore with Maine the history of UX since it's crucial to understanding this field. If you're unaccustomed UX, this is an excellent introduction to the sphere and if you're a veteran skilled, it would simply get you thinking otherwise.

While you'll read history as one thing you learned manner back in high school, knowing our history will offer valuable insights into the long run. Therefore, let's have a glance at user expertise and its origins.
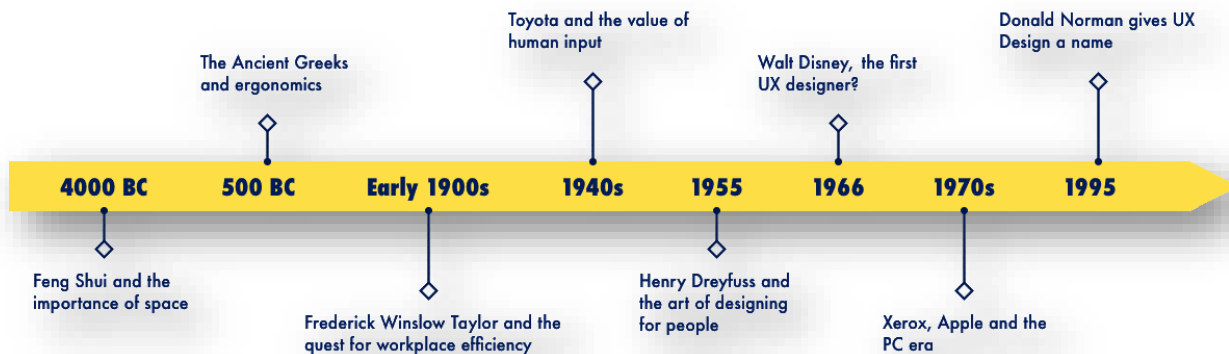

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Fig 1.1.2 History of UI/UX Design

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4000 BC: Feng Shui and the importance of space

The most basic principles of UX are often copied as so much back as 4000 B.C. to the traditional Chinese philosophy of principle. It refers to the spacing of objects in respect to the flow of energy. In observe, principle is all regarding arrangement your surroundings within the best, harmonious or easy manner and it considerations everything from layout and framework to materials and colors.

500 BC: The Ancient Greeks and ergonomics

Another trace of UX origin will be found in Ancient Balkan state. There's proof to counsel that within the fifth century BC, Greek civilizations designed their tools and workplaces supported applied science principles.

Early 1900s: town Edward Winslow Taylor and therefore the look for work potency

Fast forward many thousand years to the first decennary and that we meet Frederick Edward Winslow Taylor — an engineer and therefore the pioneer of Taylorism — on a mission to form human labor a lot of economical.

In 1911, he wrote "The Principles of Scientific Management" during which he declared that systematic management is that the answer to unskillfulness. though Taylorism was wide criticized for the approach it reduced folks to mere cogs during a machine, Taylor's target optimizing the link between humans and their tools is actually cherish some key UX principles.

1940s: Toyota and the value of human input

Continuing on the search for geographic point potency, Toyota developed their renowned humanitarian production system. In contrast to Taylorism, the Toyota Production System was based mostly upon respect for folks, and far attention was paid to making the optimum operating surroundings. Not solely that: human input was thought of crucial, and was actively inspired. Toyota manufacturing plant staff might pull a twine to prevent the production line if they'd feedback or suggestions to boost the method, for example—like usability testing in action, if you'll.

1955: Henry Dreyfuss and the art of designing for people

Another key figure within the history of UX style is Henry Dreyfuss, associate yank industrial engineer UN agency was illustrious for planning and up the usability of a number of the foremost picture client products—including the Hoover home appliance, the work surface phone and therefore the Royal serial printer Company's Quiet DeLuxe model.

Dreyfuss' style philosophy was supported wisdom and scientific approaches. In 1955, he wrote coming up with for folks, that just about explains UX style in a very nutshell: "When the purpose of contact between the merchandise and also the folks become some extent of

Friction, then the [designer] has unsuccessful. On the opposite hand, if folks square measure created safer, easier, a lot of needing to purchase, a lot of efficient—or simply plain happier—by contact with the merchandise, then the designer has succeeded."

1966: Walt Disney—the first UX designer?

Engineers aren't the sole ones World Health Organization had a neighborhood to play within the history of UX. He won't appear to be the foremost obvious candidate; however, Walt Disney is usually hailed together of the primary UX designers in history.

1995: Donald Norman gives UX Design a name

By this time, user expertise style was significantly happening—it simply didn't have a label nonetheless. Cue Donald Norman!

In 1988, Norman revealed the psychological science of Everyday Things (later updated to style the planning the look of Everyday Things which continues to be a UX design staple to the present day.

2018 and Beyond: History in the Making

UX style is continually evolving, and also the fascinating journey continues. From AI to voice technology, from video game to style while not interface—today's UX designers face new challenges each day. Regardless of the future holds, we're certain it'll be even as exciting because the history that precedes it.

1.1.3 UI/UX Service in Bangladesh:

1) UX style had long-faced plenty of criticism once it initial came into existence. Individuals thought their user expertise wouldn't build plenty of distinction. However, at that time in time, they weren't utterly wrong. Older internet applications were easy and most of them were static. So, specializing in user expertise didn't look like a very important issue to try.

2) But internet applications have returned a protracted means since then. Internet applications nowadays have advanced and became additional dynamic and sophisticated. This will increase the quality for users. Hence, there's a good ought to take of user expertise.

3) According to net World stats, sixty-two of the world's population uses the web as of March 2020. That converts to four.8 billion individuals! Organization's area unit taking this to their advantage to achieve additional people through the web. Nearly each business these days has return on the web. And offline businesses are seeking to become on-line attributable to the internet's reach. This why UI/UX style makes a distinction these days.

4) We've lined the past and also the gift of UI/UX. So, what concerning the future? Some folks argue that can there'll before long return a time wherever everything in UI/UX will are explored and there'll be nothing unaccustomed be done. Raise yourself this question – "Do I expect constant things from internet an internet an online application nowadays that I expected from web applications 5-10 years ago?" No, your expectations have modified loads as a result of internet applications have evolved loads. So, as we have a tendency to keep moving forward in time, the expectations of users can carry on ever-changing.

5) To state another truth, there's a rise of over a trillion within the range of individuals mistreatment the next five years agony compared to nowadays. As these numbers keep increasing, the scope of UI/ UX style can simply keep increasing.

1.2 Problem Statement:

- ✓ Facing Up to The Probability.
- ✓ Presenting an Imperfect Journey.
- ✓ Wire framing Software Has Restrictions.
- ✓ Wireframes Are Harder to Whole.
- ✓ Informing Behavior to Developers and Checker.
- ✓ Predicting all this from the Beginning is not easy.

1.3 Principles of UI/UX Design

UX vogue is that the tactic vogue teams use to make merchandise that provide necessary and pertinent experiences to users. This involved the planning of the entire methodology of deed and human action the merchandise, beside aspects of disapproval, design, usability and performance. You stumble upon better half vogue principles whenever you utilize associate degree app created by a big organization, or use one of their stuff. Better half is in addition what makes a web website simple and gratifying to use

Center of attention on the user:

"Focus on the user" is that the foremost cause in UX style, and validate all of the choice principles we'll be discussing throughout this text. This policy addresses a very common problem found in laptop style and as a result sits at the core of the popularity of the developed half: as style's become accumulated at operational with troublesome net style frameworks, they go to finish up coming up with sites that unit additional committed impressing fellow net designers than providing real-life users with a good expertise.

Consistency:

A great deal of certain principle of user experience style, and one that is very necessary once it involves building an unconquered internet site, is consistency. However, it's collectively necessary to acknowledge that many of the foremost trendy and undefeated apps and websites use same templates for user interfaces, these menus may or may not contain buttons or styles within the system "flow".

The implementation of this policy requires communication by three strategies. The first is simply just need to take into consideration all the ways that ways in that throughout which your users move at the side of your web site, and use the same popularity across these systems. This means work on the popularity of your computing machine next to your application and your ecommerce store. The foremost effective net hosting suppliers will provide you with systems which can allow you to perform this sort of integration.

Secondly, you need to resist the temptation to try and do new, crazy concepts. Whereas innovation is important for web vogue, this might never get inside the approach of usability. Third, you will be ready to take into consideration adopting a "design language" as a way of keeping your designs consistent: good samples languages embody Apple's Human Interface tips and Google's Material style tips.

Hierarchy:

Hierarchy is one more core principle of mate vogue, but one that is generally forgotten. At the sole level, a stratified approach to vogue suggests that thinking through all of the utility and knowledge that your computing machine will contain, thus mapping this into a tree-like structure throughout that every aspect of your internet site flows "naturally" from the last. If the pages of your internet site are flowing naturally from each other to each other effectively then your hierarchy is almost invisible.

The web would be compelled to initiate the phenomenon of collaborative classification in order to implement the policy of hierarchical conventions. Only then will it be used to create a map of a web site. This web site map has to be compelled to contain everything merely that you just simply would like to form into your internet site and should lend itself to a simple, elegant menu system. From this website's map, you can then create a mode hierarchy that connects your pages to pass in a consistent, logical way.

Context Key

One of the key insights provided by UX style is that context can be a very important part but users work alongside your design. Context, throughout this sense, suggests that taking note to it devices are planning to be used to entry your web page and paying specific attention to the particular undeniable fact that mobile browsing is presently the primary style of internet traffic.

14

In apply, there are a unit a pair of primary ways that within which to bring a discourse approach to your vogue methodology. One is through the kind of user surveys we've mentioned more than, that sort Associate in Nursing integral a section of contemporary UX vogue ways in which. Another is a smaller amount sophisticated, but perhaps heaps of effective: do slightly "ethnographic" analysis by victimization your sites inside identical context as your users. If you can't scan your web site throughout a dingy club, it'd be time for a style.

Take Control of the User:

Adding luck to the user is another key to the UX style strategy. A decade ago, users had a vast reserve for high-level management of Internet pages and the applications they use, however, has been that we've a bent to presently perceive that giving the user plenty of management ends up in a far higher experience.

This is to not say merely that you just simply got to supply your user's full, complete, management over your sites. Excessive amounts of information can overwhelm inexperienced users, and your electronic computer got to keep easy to use all the same what proportion advanced choices you supply. Even so, you'd wish to acknowledge the actual fact that, depending on the kind of website you are coming up with, it's going to got to be compelled to figure for power users likewise as for the everyday shopper. you will be ready to hide these advanced decisions throughout a totally different a district of your web site, but they have to constantly be accessible to people that would like to use them.

Accessibility:

Accessibility means that creating your styles simple for everybody to use, together with individuals with disabilities. Golf stroke accessibility at the middle of your style method is very important for a minimum of 2 reasons:

1) This will enable your users to have a great experience;

2) There are several rules you need to create equal access.

It might appear that that specialize in creating sites that square measure accessible to any or all can deplete tons of resources that might be higher spent in rising the basic style of your sites. In reality, however, these 2 processes square measure intimately connected

Usability Testing:

The final principle of the user experience style is characterized by a deep relationship with the initial principle we mentioned. Implementing a user-centric style strategy means that consulting your users right at the start of the planning method, however your engagement with them ought to go abundant deeper. so as to make sure that your sites square measure operating for your users, you'll have to be compelled to place in situ an eternal, rigorous system of usability testing.

In follow, applying this principle suggests that building a usability testing model, and their square measure lots of resources which will assist you try this, as well as our own orient user.
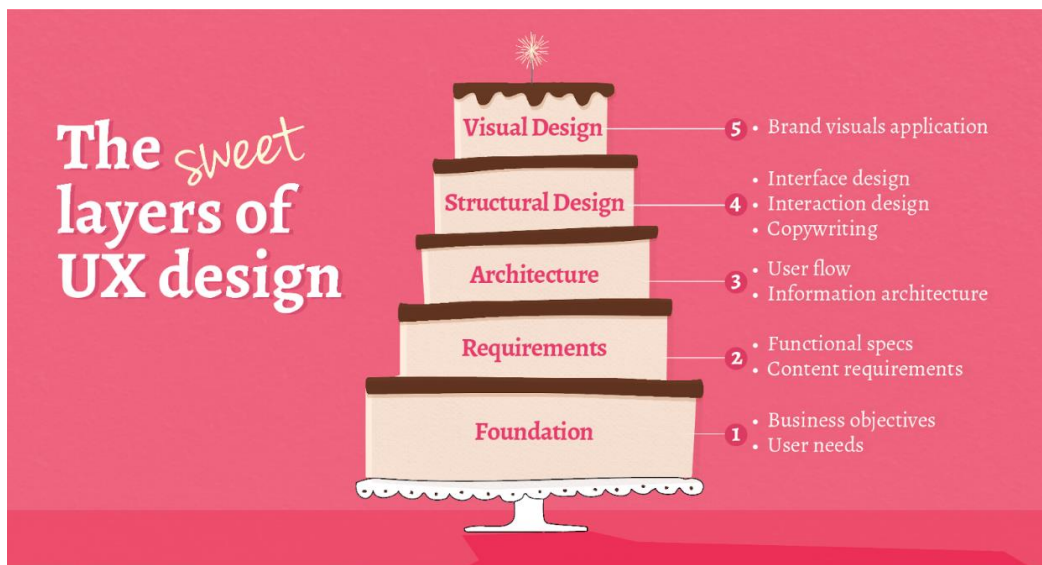
1.4 Network layers:

Fig 1.4: Layers of UX Design

1.5 Scalability

It has become AN undebatable matter that responsive internet is that the thanks to go. In different words, it's not concerning whether or not you must make love, it's concerning however you are doing it. Since the responsive style boom in 2011 and therefore the application hysteria that followed, we have a tendency to at Shakur are keen on making outstanding UX with the maximum amount device variability as potential. Let's take a glance at however the responsive style affects the UX of large-scale internet applications.

With new devices being introduced to the market as typically as nowadays, maintaining with new resolutions while not having to adapt to every and each of them becomes a vital feature. Scaling up and down the screen sizes with responsiveness is quick and straightforward, in an exceedingly means that just about anticipates the modification.

1.6 Sustainability

The performance of your web site is another issue that not solely improves the property of your web site, however the user expertise too. Specifically, you'll be able to use property UX style to optimize the loading speed of your websites.

Optimizing page load speed implies that less process power is employed to load your web site. Yet as saving energy, quicker load speeds cut back bounce rates by quickly giving users the content they require. So, quick loading suggests that AN economical user expertise that provides near-instant gratification.

And, as another bonus, victimization property UX style to boost page load speed might probably have positive effects on your SEO efforts. Google appears to love

Pages that load quickly.

It's time to prevent dominating the environmental effects of our websites and net use. As we have a tendency to continue toward a lot of digitally connected world, it's vital that we have a tendency to incorporate property UX style to curb our energy consumption.

Chapter 2

Theory and Literature review

2.1 UI/UX Design Overview

There are over one.94-billion websites and 4-billion web users round the world as of Jan 2019. it's dangerous to impress a fraction of this Brobdingnag an range of users. With a singular web site style, you'll catch and retain the eye of some users or may inherit limelight among many websites. However, it's crucial to deliver swish user-experience and an easy interface to impress guests on your web site. Associate degree updated UI/UX style will facilitate your web site reach this goal. However, it's vital to find out what's UI/UX style if you would like to profit from this kind of planning.

2.2 What is UX/UI Development?

The User expertise Development (UX) is aimed to optimize the satisfaction of the shoppers once the users act with a web site or AN application. It's a customer-centric development that makes the fundamental structure of any application. It focuses on a way to structure all the weather and elements of an application/website so as to get the user flow.

On the opposite hand, the computer program (UI) style focuses on a way to improve the appearance or interactivity of a web site or mobile application so as to optimize the expertise of users. each visual component that you simply notice on a web site, like web-pages or buttons, is that the UI (User Interface) of that application or web site.

2.3 Five Primary Components of UI/UX Design

The following 5 main parts of the UX/UI style are as follows:

1. Visual Design: to establish the appearance of a web site

2. Information Architecture: to establish the Conexant of any structure

3. Interaction Design: to establish however well do the purchasers interact during a style

4. Usability: to establish the user-friendliness of a style

5. Wire framing: to establish the looks of a epitome.

2.4 Theory of user Interface:

User Interface (UI) style focuses on anticipating what users would possibly have to be compelled to do and guaranteeing that the interface has parts that square measure straightforward to access, understand, and use to facilitate those actions. UI brings along ideas from interaction style, visual style, and data design.

Choosing Interface components:

Users became conversant in interface components acting in a very sure means, thus try and be consistent and foreseeable in your selections and their layout. Doing thus can facilitate with task completion, efficiency, and satisfaction.

Interface components embody however don't seem to be restricted to:

Input Controls: buttons, text fields, checkboxes, radio buttons, dropdown lists, list boxes, toggles, date field

Navigational Components: crumb, slider, search field, pagination, slider, tags, icons.

Informational Components: tooltips, icons, progress bar, notifications, message boxes, modal windows

Containers: accordion

There square measure times once multiple components may well be applicable for displaying content. Once this happens, it's necessary to think about the trade-offs. For instance, generally components that may facilitate prevent area, place a lot of a burden on the user mentally by forcing them to guess what's inside the dropdown or what the part may well be.

2 .5 Theory of User Experience:

User expertise (UX) style is that the method style groups use to make merchandise that offer pregnant and relevant experiences to users. This involves the planning of the whole method of feat and group action the merchandise, together with aspects of disapproval, design, usability and performance.
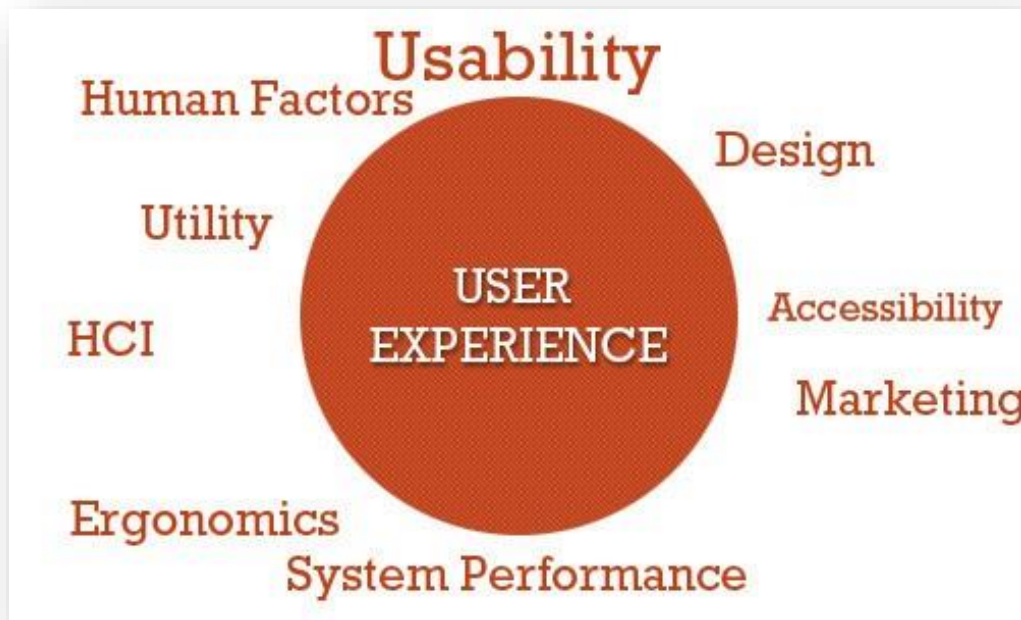
Fig 2.2.1 – 2.5 Theory of User Experience

Those who work on UX (called UX designers) study and measure however users feel a few systems, staring at such things as easy use, perception of the worth of the system, utility, potency in acting tasks and then forth.

User expertise style is all concerning try to create them answer "Yes" to any or all of these queries. This guide aims to acquaint you with the skilled discipline of UX style within the context of Web-based systems like websites and applications.

UX designers conjointly scrutinize sub-systems and processes inside a system. As an example, they could study the checkout method of AN e-commerce web site to check whether or not users realize the method of shopping for product from the web site straightforward and pleasant. They may take away deeper by finding out elements of the sub-system, like seeing however economical and pleasant is that the expertise of users filling out input fields in a very net type.

2.6 About Web Application and Mobile App Design:

Application style is just the accumulation of each method and part of the program (UI) and therefore the user expertise (UX) options of the applying. Therefore, it encompasses details in combination, font, layout style, graphics, widgets, and buttons contained within the app. A UI

20

designer is to blame for manipulating these elements of mobile applications, either for mechanical man app style or iOS app style to relinquish the user the foremost gratifying read and comfy interface for interacting with Associate in Nursing application's practicality. The UI designer is to blame for the event of the mobile UI and UX model.

Now, you'll argue that the computer programmer and skill might not be as necessary because the backend practicality. However, be rest assured that however associate application feels within the hands of a user can confirm however best the options of the appliance are utilized. Mobile UI is essential in translating codes and complex functionalities into easy options a user will resonate with. What separates competitor applications with similar options is that the user expertise and computer programmer. Users are additional probably to travel towards applications with an exquisite color scheme, easy-to-navigate widgets, and a layout that supports portrait and landscape modes within the best ways that doable. As necessary as practicality is, the UI and UX of apps conjointly matter too.

2.7 Website Designer Vs UX Designer

➢ **Website Designer:**

Web style deals face cryptography languages moreover as visual layouts and styles and making things like websites, landing pages, blogs and SaaS or 'software as a service' product that area unit chiefly viewed on internet browsers.

A web designer's role is to require everything from the UX designer and also the UI designer and switch it into a purposeful web site that folks will act with in a very application program or mobile device browser. an online designer, whereas they'll even be a UI/UX designer, assume plenty regarding tasks and conditionals and in terms of code and content management systems and the way best to implement styles for the net.

Imagine you have got a software package application for note-taking - like Evernote. The UI and UX team is busy planning and building the particular product that the users can purchase, transfer or use. On the other-side, the net designer possesses to introduce and sell that product to the user by method of the promoting web site. the net designer needs to take all off the data obtainable concerning the merchandise and complete (the look, the feel, the options etc.) and package that up in an exceedingly sententious method that makes the beginning of a sales funnel to urge individuals educated and curious about victimization the merchandise. they need to make the screenshots,

graphics, illustrations, icons, buttons and alternative visual assets that may structure the web site, all whereas being conscious of however this web site can look and behave on completely different

Device sizes and in several browsers (responsive design), however it'll be coded, wherever the graphic assets and internet files can live and the way they're going to be delivered and anything associated with the net and its access.

➢ **UX Designer:**

UX style may be a social, analytical and storytelling ability. you wish to be ready to refer to individuals and find them to inform you what their issues and experiences and so interpret and use that information to return up with attainable eventualities within which your user would act with or use your product. it is a method of bobbing up with contemporary concepts and testing your hypotheses and frequently adjusting supported user feedback so as to form the intersection of the merchandise and also the user's expertise of it additional aligned and pleasing and leading to a specific outcome.

It's a heap to try and do with strategy and content. A User expertise designer deals with however content is applied and interacted with best. This can be derived from things like challenger analytics, client analytics and content structure and strategy.

It's a user initial discipline. The User expertise designer's job is to work out the simplest method for the user to move with the merchandise and their work isn't done - the opinions and interactions of the user are continuously dynamical and it is the UX designer's job to adapt and rethink interactions frequently.

Chapter: 03

Overall System

3.1 Manageable Template Editor:

3.1.1 Principle of Manageable Template Editor

Designers naturally square measure centered on making merchandise and experiences that make delight. On the far side and in pursuit of that goal, there square measure alternative concerns to be created, notably if you're coming up with an internet site or landing page. One issue to think about is that the structure of your website, each the knowledge design and style layout.

In that case we, Here the platform is arranged with templates of 20 types and more websites. For example, Portfolio Site , Magazine Websites, E-commerce websites, Blogs Site, Business Website, Entertainment Website, Media Website, Brochure Website, Nonprofit Website, Educational Website, Infopreneur Website, Web Portal, Wiki or Community Forum Website etc. And, each template can be customized to your liking. For example, background color, font, text, header section, image, footer etc. Moreover, it is divided into different sections here. Menu bar, tools, image section etc. Using these sections, you can change the template at your own convenience. This is one of the best ways for a beginner level user. In that case, there is no need to have any idea related to his website. You will get a specific design, you can arrange the design according to your specific taste.

An effective web site style ought to fulfill its supposed operate by transfer its explicit message while at the same time participating the visitant. Many factors like consistency, colors, typography, imagery, simplicity and practicality all contribute to sensible web site style.

When coming up with an internet site there are a unit several key factors that may contribute to however it's perceived. A handy web site will facilitate build trust and guide guests to require action. Making a good user expertise involves ensuring your web site style is optimized for usability (form and aesthetics) and the way it straightforward is it to use (functionality).
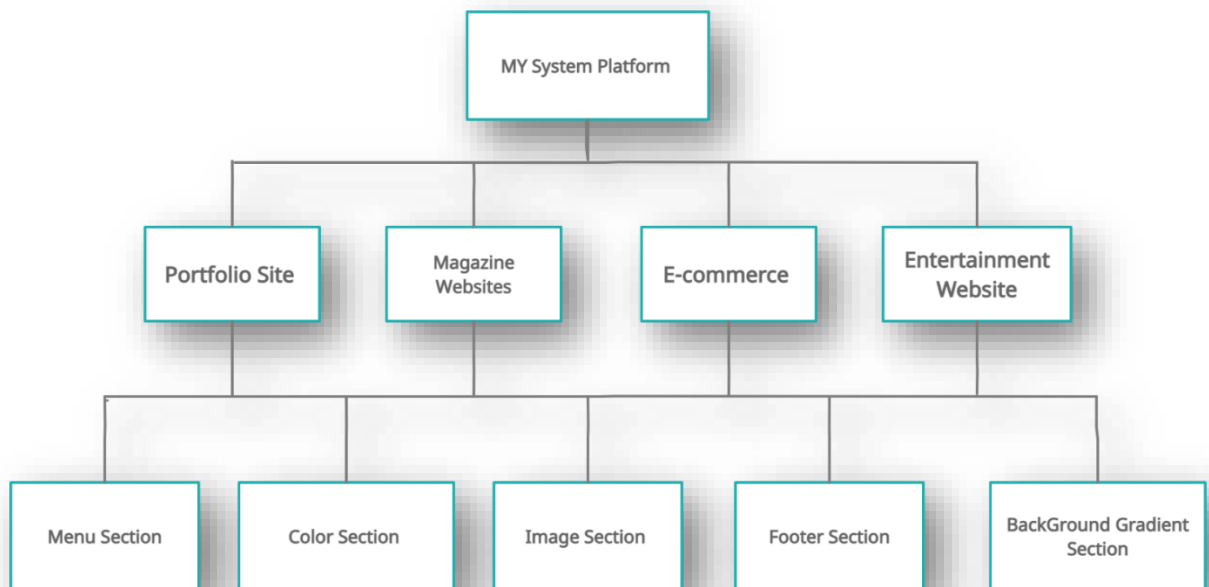
3.1.2 **Architecture of Manageable Template**

Fig 3.3.1: Architecture of Manageable Template

3.1.3 About All Section of Manageable Template:

Navigation: User expertise refers to the method a visitant perceives your website's usability and aesthetics. You would like everybody WHO visits your web site to own an honest user expertise. Website navigation is one amongst the highest factors to think about, though, as a result of if guests can't realize your net type, it doesn't matter however pretty it's. Website navigation permits guests to be due one page to a different while not frustration. If you've done your job well, guests leave your web site with the intention to come and may even purchase one thing from you or sign in for your email list. People visit variant web site a day, in order that they haven't any shortage of places to search out what they need. If you don't provide a transparent web site navigation menu, breadcrumbs, and different ways that to explore your web site, they won't hassle.
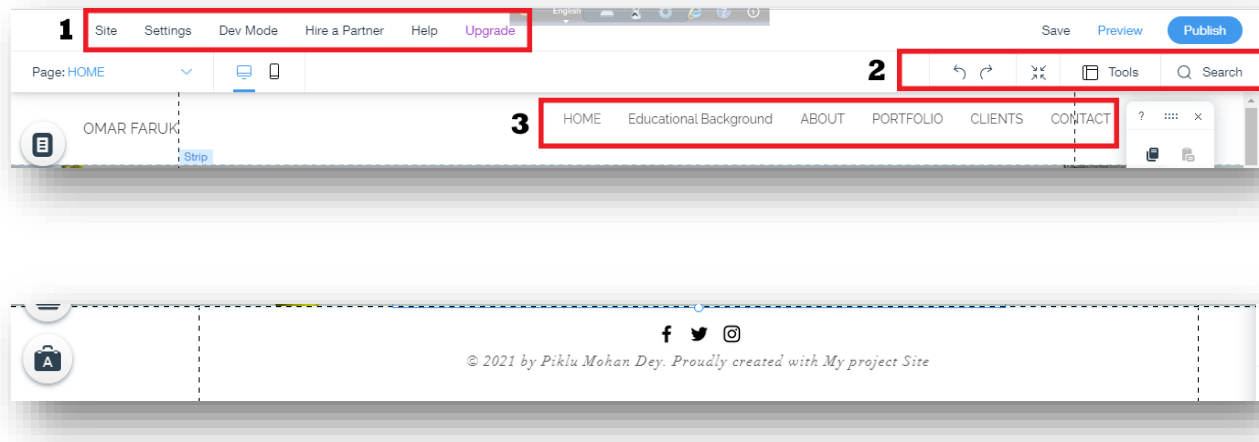
24

Fig 3.3.1 – 1 – Navigation

➢ **Menu Bar Navigation Section:** A website menu may be a series of joined things that serve in navigating between the various pages or sections of an internet site. There square measure many types of menus, reckoning on the website's content and style. The most forms of web site menus are:

1. Sticky Menu
2. Slide Menu
3. Drop Down Menu

Here, Different menu bars will be selected for different categories, for example, different for portfolio, different for e-commerce! As comfortable as it is for a user, it is arranged there. You can customize it to your liking. The menu bar and menu icon can be easily sorted to your liking.
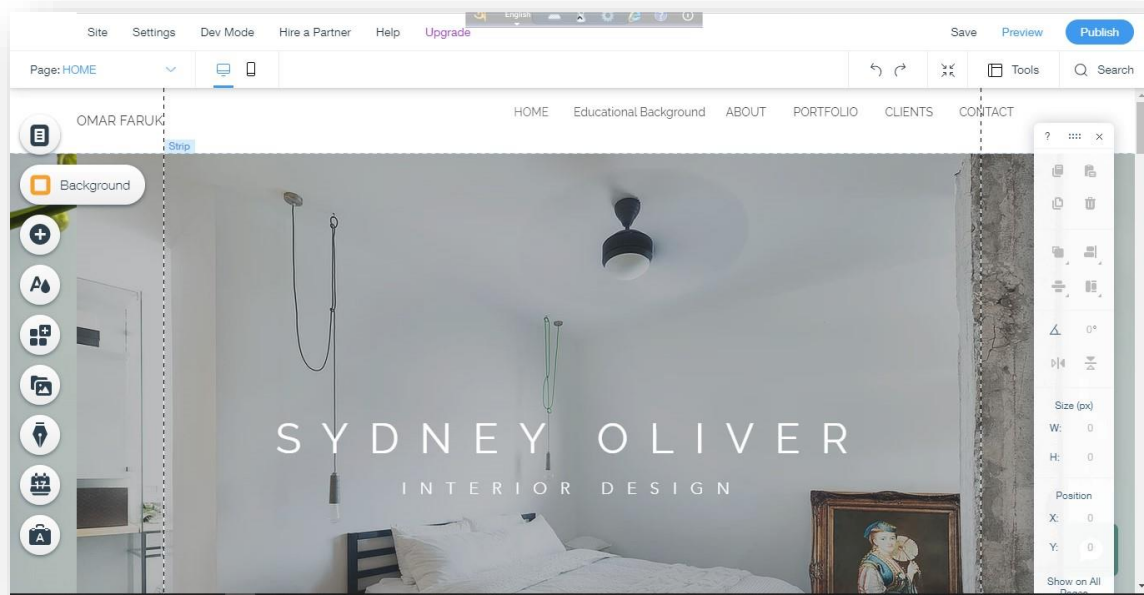
Fig 3.3.1 – 2 – Menu Bar Navigation Section

> **Background Section:** Background is that the initial impression a visitant has of your web site and will be what keeps them browsing, or closing that window. A decent background sets the tone for your web site while not distracting from your content. It's keep them intrigued to seek out out a lot of concerning your business or diary.

You might be inquisitive, what proportion is there extremely to it? With such a lot of cool background styles forever visible however it doesn't stand out. It ought to grab your audience's attention and

out there, the solution is "more than you think!" thus we tend to challenge you to travel through this list of prospects for your web site background and see what you'll mark.

Color: Easy to engagement with your Company identity and keeps Users' attention focused on your website content.

Photo: This classic choice lets you connect with User's on an emotional level but can be a bit distracting.

Video: Uses movement to grab attention and tells visitors a lot about you in a short space of time.

As Example, My System Suggest You How Perfect for Your Content which Background. Also, Background Catch Your Audience for Your Business website.

And, My System database here all lot Media Content. As like Video, Picture, etc. There has you choice anything for background.

Color Section, There You has select Any Color match Your Website Content. There has Pattern, Overlaps, and lot more.
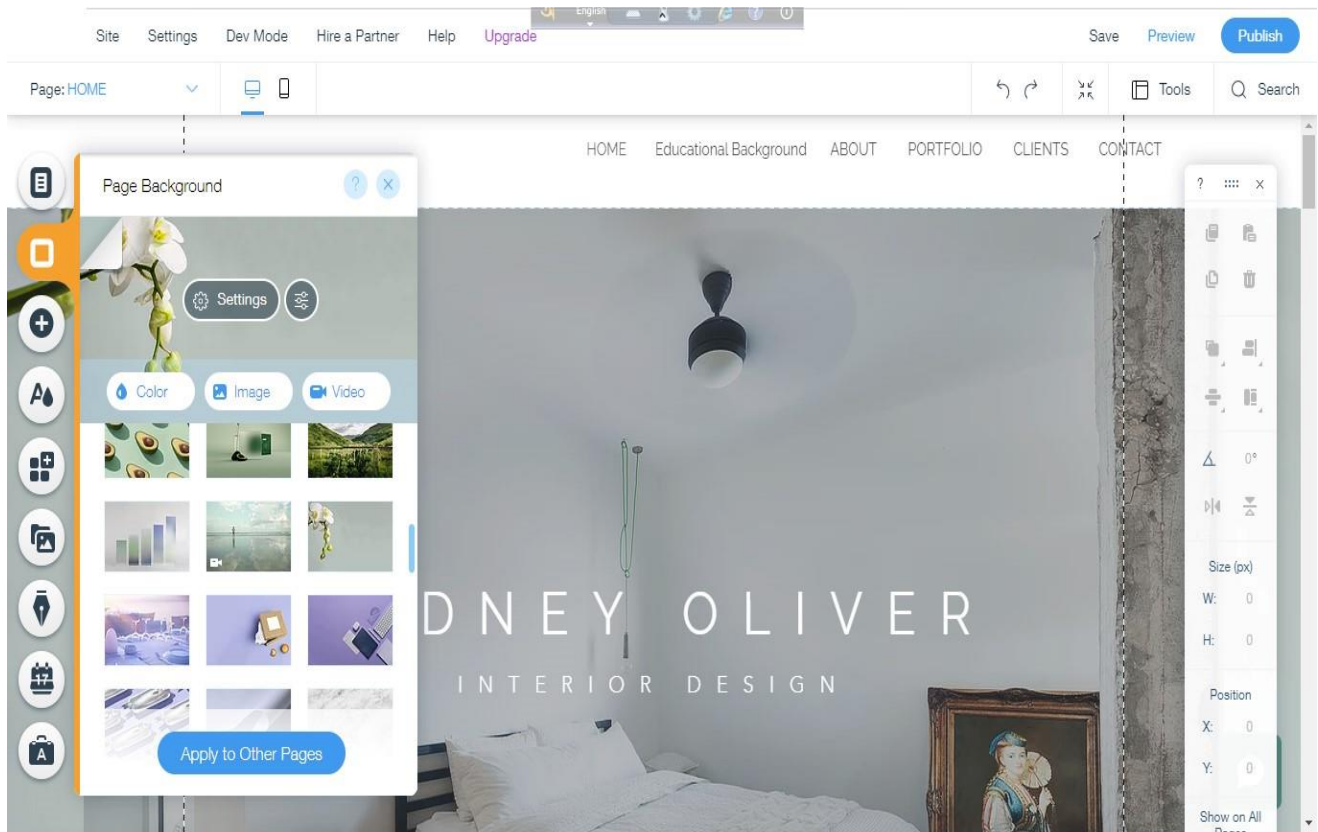

Fig 3.3.1 – 2 – Background Section

➤ **Theme Manager:**

Here Text and Color you can customize them.

Working With Text Themes, Create and save text themes to use across your website. Amendment the font, size or color of your themes and add stress victimization daring and italic. Your text themes square measure split into headings and paragraphs, and you'll be able to customize every of them severally.

Editing a Text Theme:

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Update your text themes at any time from the Theme Manager on the left side of the Editor. You can change the font, size, color and other formatting settings.

To edit a text theme:

1. Click the Theme Manager icon on the left side of the Editor.

2. Click Text.

3. Hover over the relevant theme and click the Edit icon.

4. Customize the theme using the available options. You can change the font, color and font size, and bold and italicize the text.
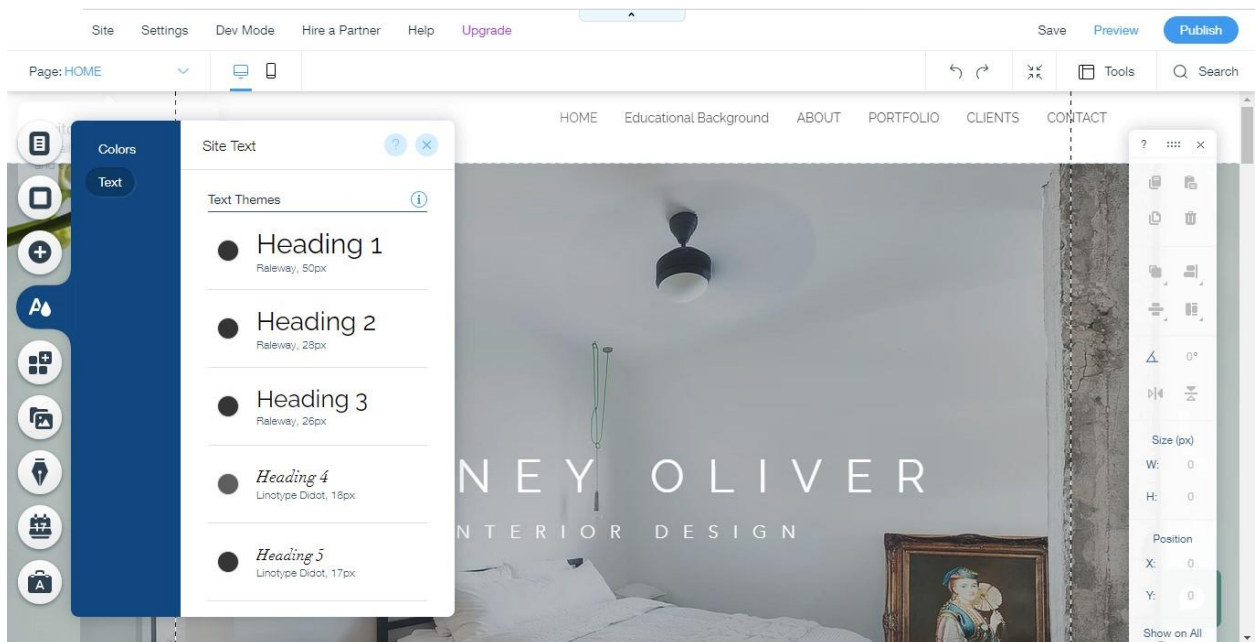
5. Click Apply to save your changes.

Fig 3.3.1 – 3 – Theme Manager

Applying a Theme to a Text Element:

After creating your text themes in the Theme Manager, apply them to any text box directly from the Text Settings panel.

28

To apply a theme to a text element:

1. Select the relevant text box in your Editor.

2. Click Edit Text.

3. Click the Themes drop-down menu and select a theme.

Using Custom Fonts in a Text Theme

When creating a text theme, you can either choose from our variety of fonts or upload a font of your own.

To upload a font for a specific theme:

1. Click the Theme Manager icon on the left side of the Editor.

2. Click Text.

3. Hover over the relevant theme and click the Edit icon.

4. Click the drop-down menu under Font.

5. Select Upload Fonts at the bottom right of the menu.

6. Click Upload Fonts in the pop-up.

7. Select your TTF, OTF, WOFF or WOFF2 file.

8. Click Done.

➢ **Media Section:**

The Media Manager contains all the media files on your web site like pictures, videos, audio, docs and vector art. It additionally contains libraries of free own database media, Unsplash and Shutterstock media.

Each web site in your account has its own Media Manager. This helps you and your web site contributor's work additional expeditiously as everyone United Nations agency is functioning on the location has access to all or any the relevant media files.

Accessing the Media Manager:

There are many ways that to access the Media Manager; nearly every time you're employed with media files on your web site, you're directed to that. For instance, the Media Manager opens once you are adding a picture, making Associate in Nursing email selling campaign, or adding a product to your store.
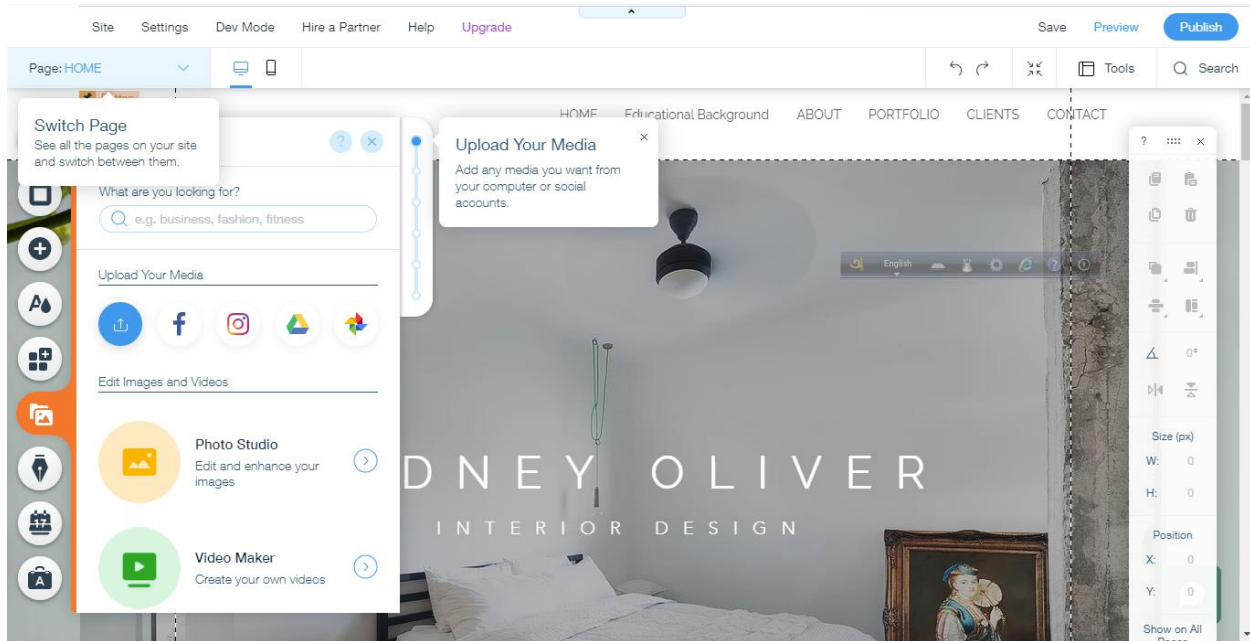

Fig 3.3.1 – 4 – Media Section

**Understanding the Sections of the Media Manager:**

Your Media Manager is split into completely different sections. The tabs on the left aspect organize your media files to assist you discover and manage them a lot of simply. On the correct aspect, you'll edit specific details of a specific file.

Uploading Files to the Media Manager:

Add files to your Media Manager to make them readily available for you to use at any time. You can:

❖ Upload your own files
❖ Import from your social networks
❖ Import media files from other my sites in your account

❖ Add a file using a URL
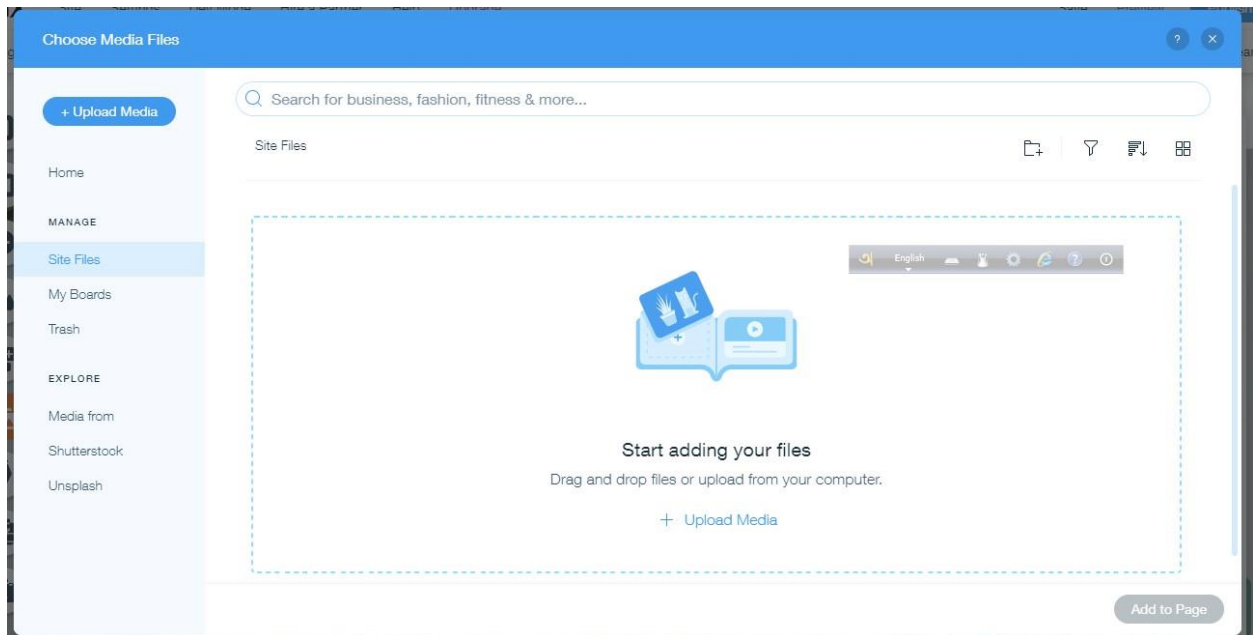
Tools inside the Media Manager:

Use the tools at the top of the Media Manager to find and organize your files.

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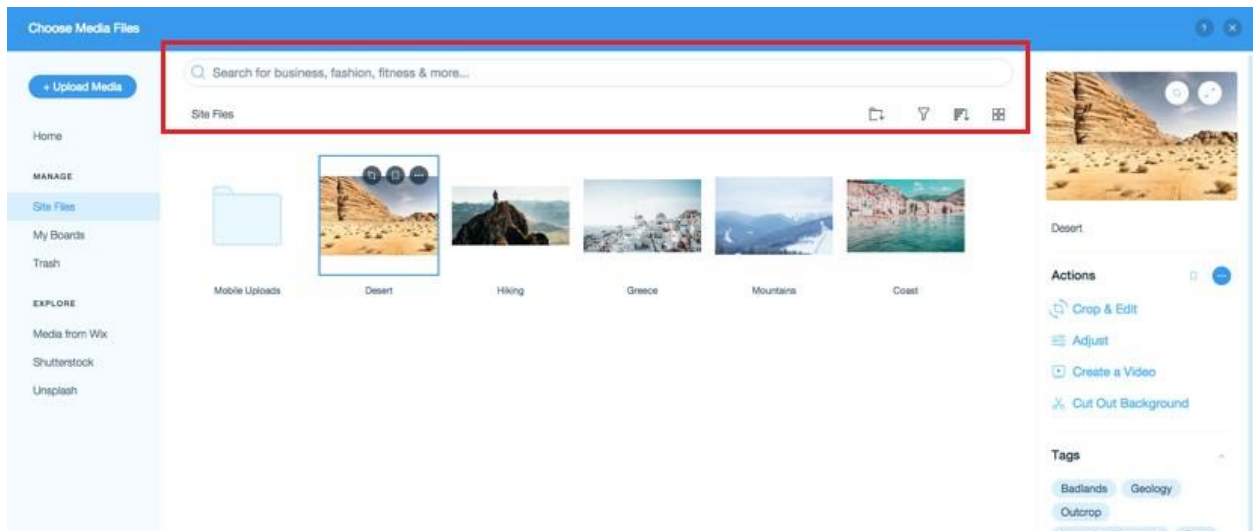
➢ **Tool Section:** Here you can easily perform different operations with different tools. The template can be easily processed with customized tools. Such as :

Delete Tools,

Copy Tools,

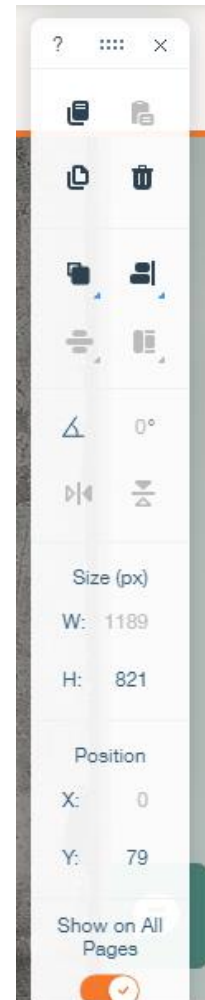Duplicate Tools,

Arrange Tools,

Align Tools,

Distribute Tools,

Match Size,

Rotation Tools,

Size Tools,

Position Tools, etc.

3.2   Vector Based Workflow Tool:

3.2.1 Principle of Vector Based Workflow Tool:

It is a Tracking-based Website Design style tool for Website base apps and mobile apps. Also, supports web site wire framing and making click-through prototypes.

Drawing, use- reuse, and Mixing vector and formation design form wireframes, screen layouts, interactive prototypes, and production-ready assets bushed identical app.

Work with powerful tools like Repeat Grid designed specifically for this site and with layers, symbols, and pen tools that are reimagined for married woman style.

Switch simply from style to epitome mode right within the Mobile app to stay your concepts going while not interruption.

Add transitions and share with teammates and stakeholders to check the look the style the planning and feel of your design.

Eliminate guessing by showing your styles in Main time, complete with transitions.

Make different and see them directly applied carry on your phone or pill therefore your expertise appearance precisely the method you would like it.

For prototyping, HTML/CSS dominates. This implies Project extraterrestrial body, if it works as secure, has the potential to unravel some long progress problems in net style.

33

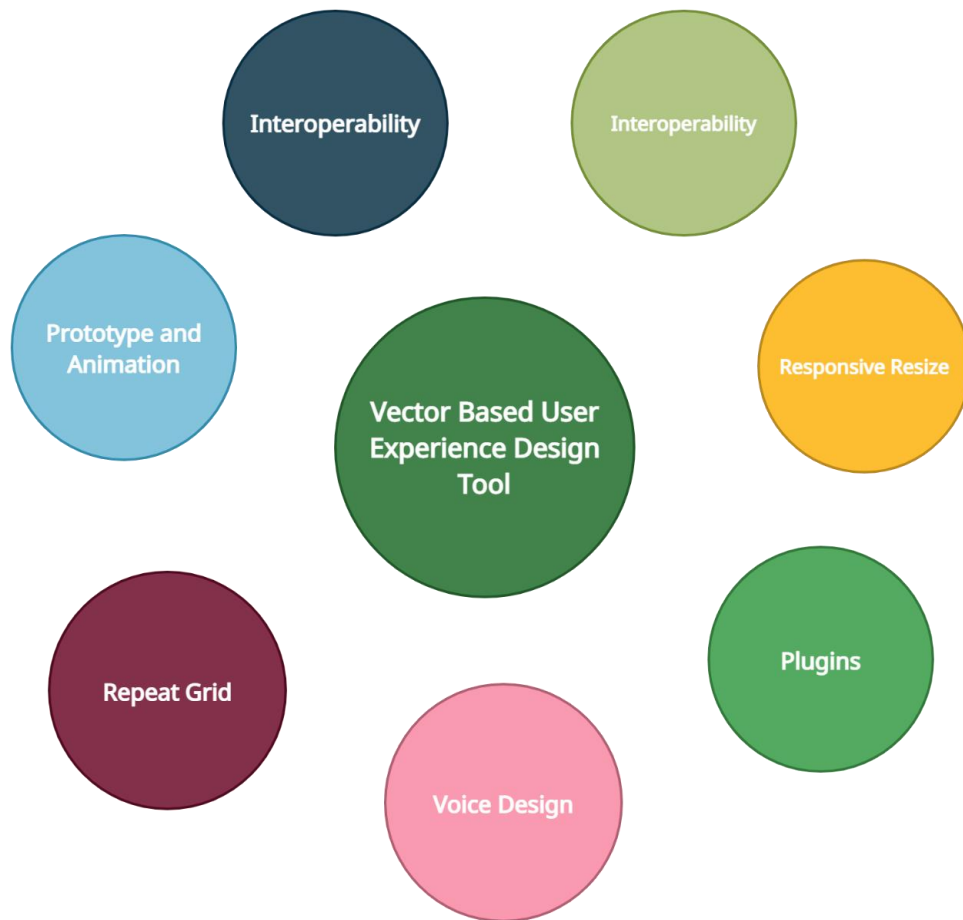**3.2.2 Architecture of Vector Based Workflow Tool:**

Fig 3.2.2 Architecture of Vector Based Workflow Tool

Repeating Grid: Helps making a grid of continuation things like Table lists, and icon galleries.

Prototype and Animation: Creates animated prototypes through linking artboards. These prototypes are often previewed on supported mobile devices.

Interoperability: It's supports and may open files from Illustrator, Photoshop, Photoshop Sketch, and After Effects. It's can even connect with alternative tools and services like Slack and Microsoft groups to collaborate. It's is additionally able to auto-adjust and move swimmingly from any System. For security, prototypes may be sent with positive identification protection to confirm full revelation.

34

Voice Method: Apps can be designed using voice commands. In addition, what users create for smart assistants can be previewed as well.

Components: Users can create components to create logos, buttons and other assets for reuse. Their appearance can change with the context where they are used.

Responsive size: Responsive size mechanically adjusts and sizes photos and different objects on the artboards. This enables the user to possess their content mechanically adjusted for various screens for various sized platforms like mobile phones and PCs.

Plugins: It is compatible with custom plugins that add extra options and uses. Plugins vary from style to practicality, automation and animation.

3.1.2   Features of Vector Based Workflow Tool:

- ➢ **UX Kits:** It comes complete with UX Kits creating it straightforward for you to quickly simulation native applications for Web base. To access these kits, merely opt for File>Open UI Kits.

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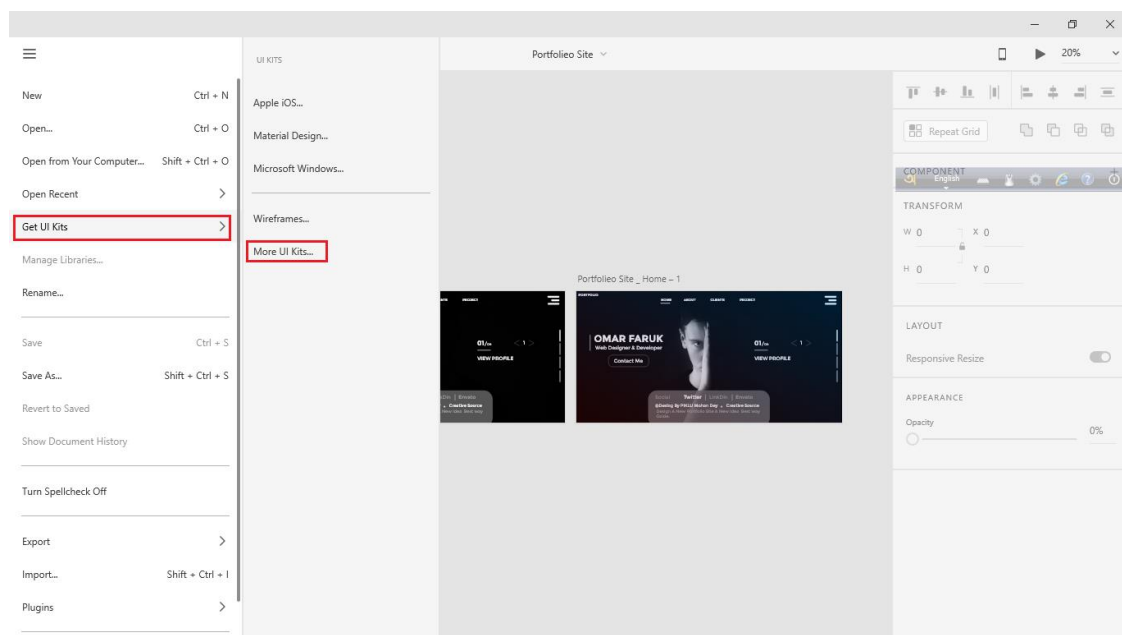
These kits provide you with access to plain UI parts found with every of the platforms. Can this may this can enable you to ascertain what your app will appear as if in its native setting. You'll additionally use a number of these normal UI parts to avoid wasting time once prototyping your style.

➢ **Repeat Grid:** A truly killer feature found inside It is that the Repeat Grid. Produce one or a lot of objects just once, then choose the objects and change the repeat grid. Currently you'll be ready to repeat the contained objects on each the coordinate axis and coordinate axis. You'll be able to even alter the spacing between the objects and alter the looks of the objects as a gaggle or on an individual basis.
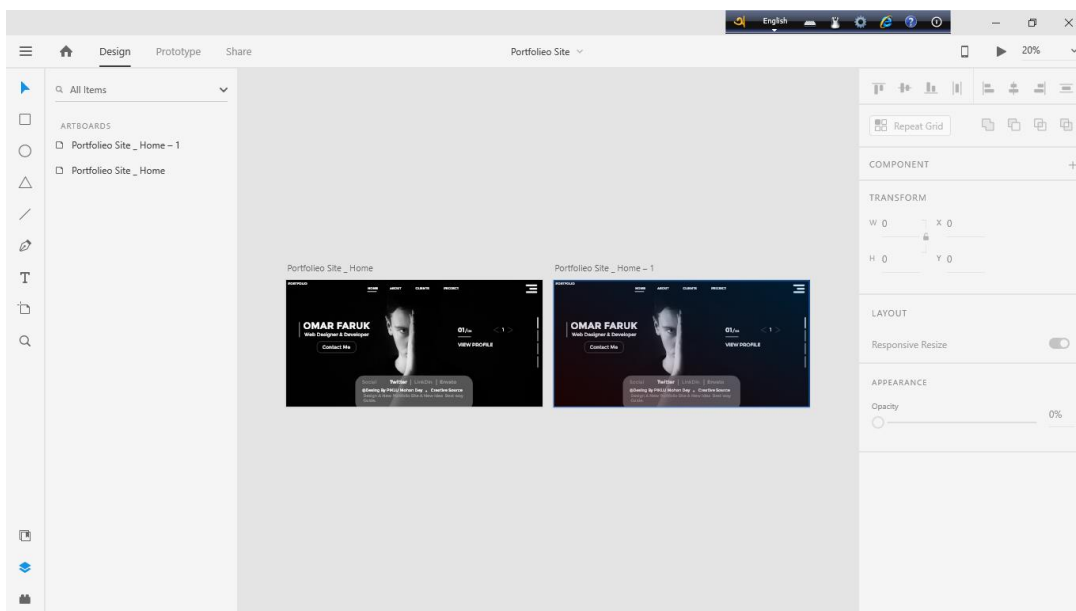
Just think about all the various eventualities wherever this can offer automation of tedious tasks! A table, for instance, or an inventory of text and pictures. Imagine a grid of pictures to form a gallery. These kinds of tasks antecedently needed an excellent deal of manual effort to urge the required look. The convenience of the Repeat Grid permits you to pay longer exploring layout choices and to examine however your layout can work with a lot of knowledge quickly.

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Symbols: The symbols in it's add a really similar thanks to different applications like artist or Photoshop. If you've got associate degree object that you just wish to use across multiple artboards, that isn't uncommon, you'll build the item a logo. Any changes to the item are mirrored anyplace else it's utilized in the planning. For instance, if you would like to alter a color within the object, simply build the modification once, and you're done. All instances are updated throughout the planning.

Prototype: Once you're done coming up with all of your artboards, you'll in all probability wish to ascertain however your app can perform. Click the model tab within the prime left corner and you'll be able to begin building links between artboards, which can represent screens within the app. It's Associate in nursing implausibly straightforward resolution, nevertheless valuable and powerful to ascertain your apps come back to life.

To create the link between the screens, choose any object, Associate in nursing an arrow seems to the proper of the bounding box. You'll be able to either drag-and-drop this arrow to a different artboard to link it or click it and select from the drop-down.

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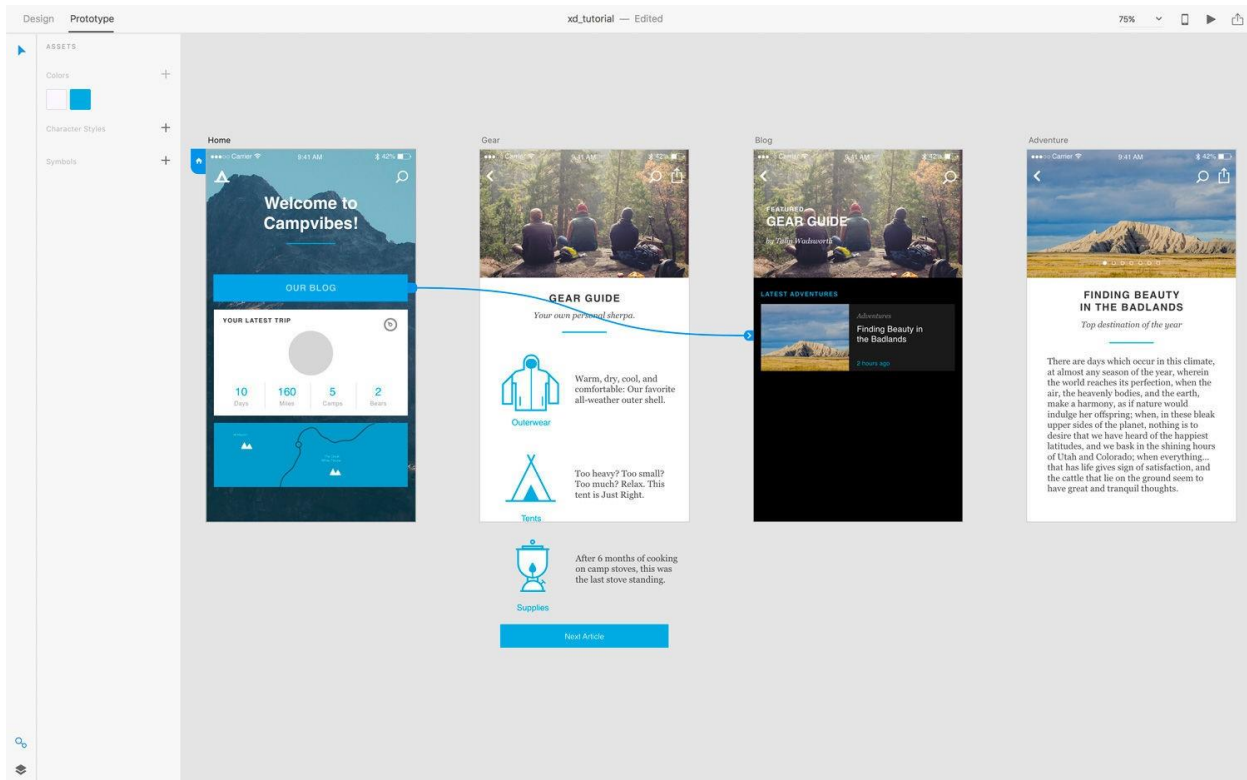
Preview: When you do link objects to different artboards, you'll opt for a transition either ease-in or ease-out. Then, once you've joined everything, you'll click the Play button top-right to preview the applying. as an alternative, you'll access the Platform Anytime on Cloud base and preview your work on your actual device in real-time.
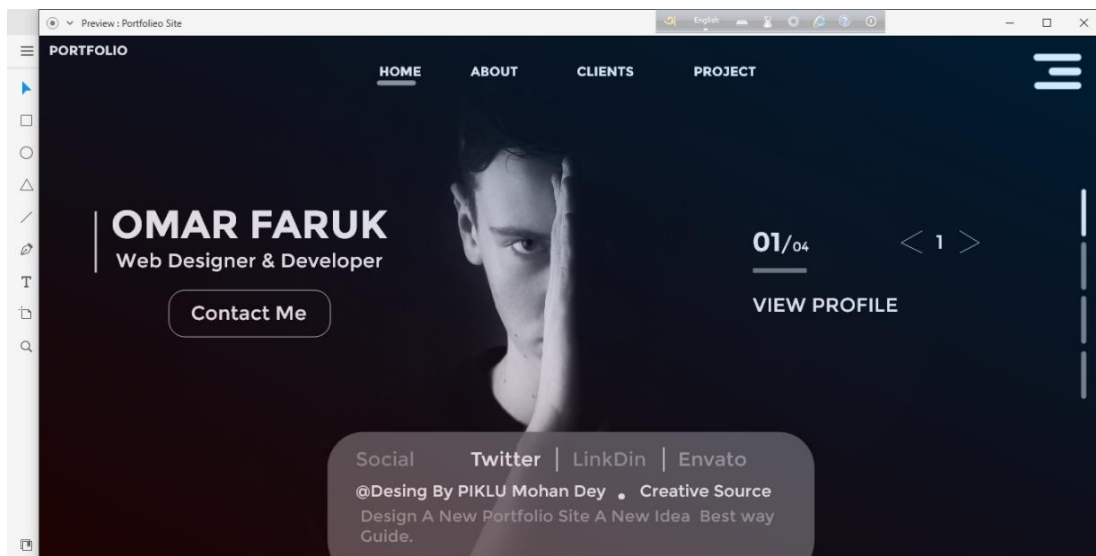
Finally, you'll simply share your prototypes by making a link directly from the applying. Once you are doing, colleagues and different stakeholders are able to add comments.

Export Assets: If you're coming up with a native app, you'll possibly have to be compelled to export your assets at hand over to a developer. As long as you employ vector objects, you'll be able to style in 1:1 and also the tool can mechanically offer the @2x and @3x versions for you that area unit needed by iOS and also the necessary assets for humanoid, betting on your export possibility.
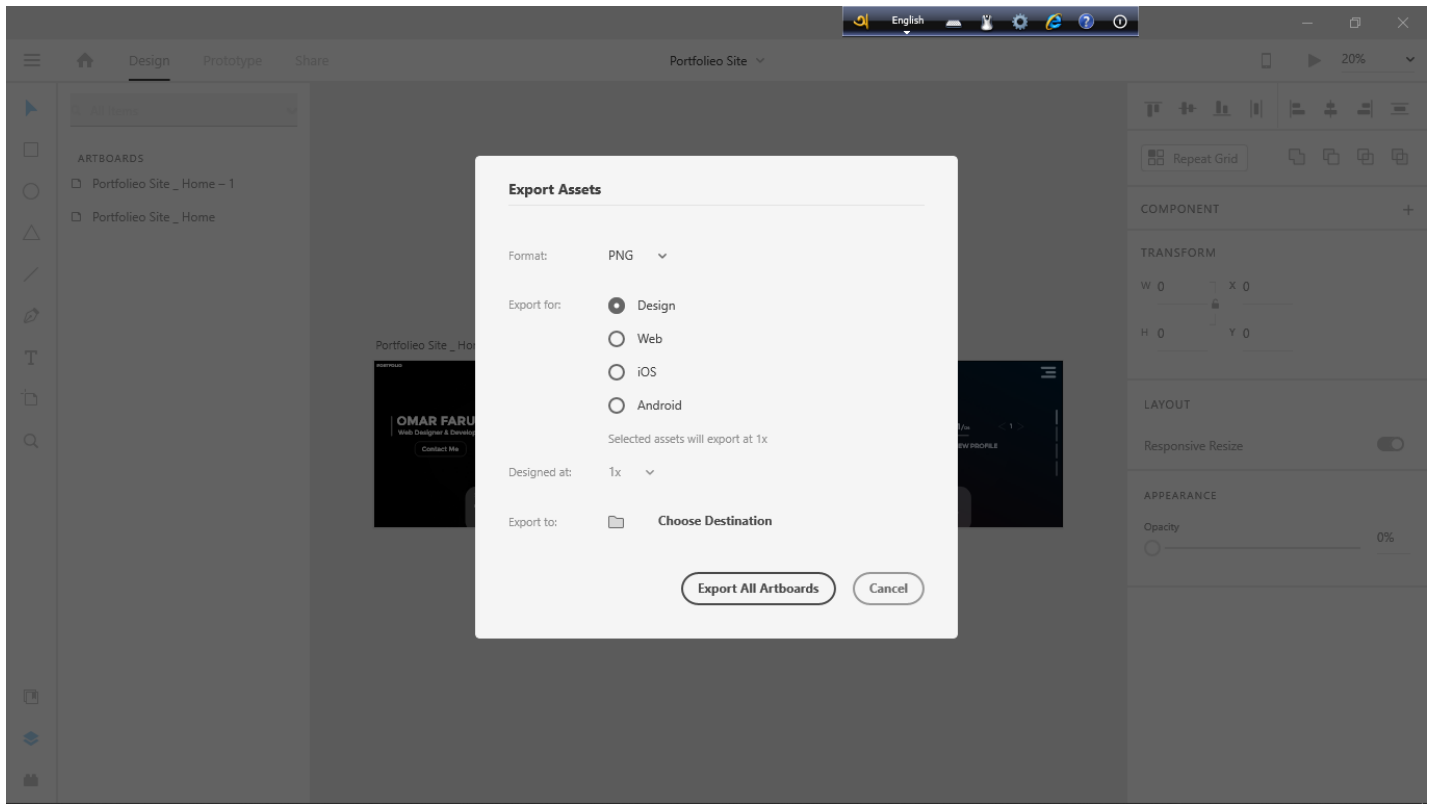
Chapter 04

Operation and Services

4.1 About Our System:

As a Web Developer or Designer, Our main objective is to create our website, how easily the consumer can use it and how comfortable it can be for the user. For this, we need to know the user interface and user experience in detail above. And, Our idea is, We build a system where you, as a beginner or a professional, can get detailed knowledge about different types of websites, from customize to color, font, header, footer, menu bar, information customize, etc. Will help to do.

Also, there has vector-based user experience design tool. It's tool for web apps and mobile apps. Where desired, websites can be designed on demand and mobile apps can be designed with various vector based tools. Its Interface is incredibly clean. Thus if you're accustomed Sketch it'll be straightforward for you to figure in it. If you utilize Photoshop or creative person for interface style our tools could seem a bit deserted within the beginning. It's abundant less practicality however simply enough to style awe-inspiring apps or websites. Filling UI with content is extremely easy. You must drag image from anyplace (folder, browser, etc.) and drop it over the item (rectangle or circular placeholder) in there. It mechanically applies mask over your image. When resizing image scales mechanically and adjusts to the form modification. Repeat Grid feature is superb. You don't need to copy-paste or Ctrl+D objects on every occasion. You'll choose the cluster and change the grid wherever you wish it to be continual. It's little like the Craft plugin in Sketch. Prototyping is amazing! You don't want any additional plugins or services to make sound reproduction clickable image. You'll fuck right in here. Link pages to every different and preview your image within the separate popup window.

4.2 Services:

1. Style a good expertise for your users on the online and mobile platforms.

2. Your product will be advanced, however the UI should be simple

3. Style for expertise, and you'll get additional engaged customers. User experience style usually boils right down to making product that are usable. But being centered on the however while not

Understanding the Why and What of product use can place you in danger of building a product folks do not would like. User-centered style is not just a combine of buzzwords. It's associate approach that will increase your possibilities to form a good product.

4. You are overdue as a result of designers do not work with devs.

Designers and developers – since they are building one factor – ought to work along as a team. However most of the time, they don't.

Here is what sometimes happens:

A designer throws a sketch file over the fence to developers. Once developers return with queries, the designer is busy with another work, thus your new options do not get to the market on time.

5. Style system lowers the value of modification for a product engineered to scale.

With a style system in situ, we'll style your product quickly and expeditiously. If you do not have the look system, we are able to assist you establish it thus you may scale to multiple platforms maintaining whole consistency and keeping prices down.

Chapter 05

Impact my system On Business & Sustainability

5.1 Impact My System On Your Business: For economical results once employing a custom software package resolution, any business, notwithstanding the trade, ought to stress on getting an easy platform, because it can offer increased user expertise. For instance, if an internet site is just too complicated and difficult, there's a risk of pushing away the web traffic. constant happens with software package tools: if they're too sophisticated to know, users can would like specialized IT support for coaching and maintenance, and this {can be} one thing few firms can afford.

- Users' adaptability: the simpler it's for users to know associate app, the higher the results of the corporate, in terms of achieving goals;

- Brand awareness: by UI/UX style, firms will consolidate a name on the market and among its staff, which is able to conjointly facilitate them move forward within the fast digital world;

- Increase the user satisfaction: associate optimized style are going to be mirrored in users' behavior;

- Sustainable growth: businesses will boost their future growth with the correct UI/UX in situ, while not spending their budgets.

Investing in net style could be a semi-permanent business strategy and it's important not solely to users, however additionally to customers' satisfaction, loyalty and market differentiation. As a corporation, showing that you just concentrate to those details and you retain up with the newest trends, can confirm people to act a lot of with the product you supply. Handling people's totally different preferences and expectations is a superb place to begin for growing a business.

5.2 Sustainability: Transformation has got to be driven by everyone, not simply by climate teams, and that we have a responsibility to use our influence to drive this.

Overwhelming proof points to the very fact that we've a few decade to combat global climate change caused by act before irreversible injury is caused. It's the most important crisis of our generation.

I think it's a secure bet to mention that not many folks think about the environmental impact of the web, and if they are doing, it's doubtless that they read digitizing content and services as a additional property various to ancient merchandise and services. However, a Harvard study suggests that content-heavy news sites will unharness additional greenhouse gases than print if their pages area unit left open for extended periods of your time. Per the report 'Clicking Clean' discharged in 2014 by Greenpeace, "If the web were a rustic, it might be the sixth largest user of electricity behind China, the US, Japan, Asian country and Russia."

Every tweet sent, each image announce, and each Facebook standing update uses energy. This knowledge is hold on in knowledge banks, the bulk of that area unit pass by non-renewable energy sources. Once you think about the big influence of the web, and also the billions of everyday users, the value suddenly becomes tangible. The web encompasses a terribly real environmental impact.

Chapter 6

Summary, Conclusion, Recommendation and Implication for Future Research

6.1 Summary: It is a website application design and mobile application design based system. It is comfortable for such a beginner level. So one, UI, UX works for professional designers. There will be a vector based tools. Where you can easily design as you wish. This project is a groundbreaking discovery for users for website application design and mobile application design.

6.2 Conclusion: The primary aim of this thesis work is Development of scalable and sustainable of Feature-Driven Development. For a web developer or designer, this would be very helpful. They can easily create user comforts, interfaces, using my system, easily for the customer.

Moreover, for those who design the app, it will also help a lot. They will, for the consumer, easily help the user interface create any app.

6.3 Implication for Future Research:

It's Actually Huge User Designer System. It will Building it's mostly Costly Software. It need for Huge Data Server for User. And, I hope it's Possible for User and Designer.

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