

Assignment 2

1- What is the difference between Wireframe, prototype and mockup? Write a detailed comparison about each type [Definition and when to use].

2- Design a prototype screens for Library system.

- The system is to support the library functions of acquisition, reservation, borrowing, and return of books. A library lends books and magazines to borrowers, who are registered in the system, as are the books and magazines.
- The Registered user can access his\her homepage. He can see a list with the books he\she borrowed. The user searches for a specific book \ magazine and checks its status [borrowed , available]. The user can reserve a book he\she want till it's available, and also can check the waiting borrowed request list.
- A library handles the purchase of new titles for the library. Popular titles are bought in multiples copies. Old books and magazines are removed when they are out of date or in poor condition.
- The librarian is an employee of the library who interacts with the customers (borrowers) and whose work is supported by the system.
- The librarian has a homepage that allow him\her manage the library books and magazine. The librarian can add new books and magazines to the library system. Also he\ she can remove the old books or change its status to “not to borrow” status.
- The librarian must change the status of every book\ magazine copy based on its borrowed status.
- The librarian can display a report about book status in a certain duration.

➤ **Required:** You **MUST** design **4 screens minimum** and **6 screens maximum**

- 1 home screen
- 1 output screen
- 1 input screen
- 1 login screen

➤ Use any **GUI tool** [interactive prototyping] you prefer

Assignments will be delivered in labs in **week 3** starting on **28 February (According to your lab date)**.

Assignment Copies will be given ZERO

Assignments must be solved and handed individually

Assignments will be delivered as **printed** copy. No softcopies will be available.