

ARTIC – Text Editor

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Abstract: Nowadays, computers and internet are playing the major role in the development of business and different Characteristics in human ecosystem; hence, the quality of user Experience became an important issue. User Experience (UX) can become a heel horse in a well-functioning system; due to the fact that most users judge the quality of a product by its usability.

Keywords: User experience, user interface, usability, text.

1 INTRODUCTION

The ability to design the user interface of a text editor to attract user attention and improve UX is always a challenge faced by IU designers. In this constant rush to design a beautiful user interface, the help of user interface guidelines is included to a large extent. It has been said that the common IU guidelines get slight changes that are accurate for a system to get better results. With the continuous improvements in the use of mobile devices, it has been discovered that the common presence does not guarantee traffic to an application.

The elegance of the user interface is the main reason why users focus on an application like the text editor. This app with elegant views can take care of acceptability and learning ability. Elegant views have been examined with important results.

This document presents important user interface design principles for a text editor that are general and also informs about these general principles, as such, about their degree of presence in modern mobile user interfaces.

2. IMPORTANT PRINCIPLES

The design goals in creating a user interface for a text editor are described below. They are the elements for the design and implementation of all effective projects. These principles are general features of the interface and apply to all aspects.

1 Aesthetically Pleasing

A design aesthetic composition, or visually pleasing, is attractive to the eyes. It attracts subliminally, transmitting a message quickly and clearly. Visual attraction is provided by following the principles of presentation and graphic design that will be addressed, including providing a significant contrast between the elements of the screen, the creation of spatial groups, the alignment of the elements on the screen, providing a three-dimensional representation and use of color and graphics effectively. Good design combines power, functionality and simplicity with a pleasant appearance

2 Clarity

The interface must be clear in the visual aspect, in the concept and in the writing; the visual elements must be understandable, connected to the concepts and functions of the user's real world. Metaphors or analogies must be realistic and simple. The words and text of the interface should be simple, unambiguous and without computer jargon..

3 Comprehensibility

A system must be understandable, flowing in an understandable and meaningful order. Strong clues about how objects work should be presented. The steps to complete an activity should be obvious. It should never be necessary to read and digest long explanations.

4 Configurability

The simple customization and customization through the configuration and reconfiguration of a system improves the sense of control, promotes an active role in understanding and allows personal preferences and differences in experience levels. It also leads to greater user satisfaction. Some people will prefer to customize a system to better suit their preferences. Other people will not, by accepting what is given. Others will experience reconfiguration and then surrender, running out of patience or timelessness. For these last user groups a good default configuration must be provided.

5 Consistency

Consistency can be achieved by:

A system must always look, act and operate in the same way. Similar components must:

Look similar

They have similar uses.

operate in a similar way

The same action should always give the same result.

The function of the elements should not change.

The position of the standard elements should not change.

The coherence of design is the common thread that runs along these guidelines. It is the cardinal rule of all design activities. Consistency is important because it can reduce the requirements for human learning by allowing the transfer of the skills learned in a situation to a similar one.

6 Control

Control feels responsible, feeling that the system is responding to their actions. Feeling that a car is controlling you is demoralizing and frustrating. The interface should look like a tool. Control is achieved when a person, working at their own pace, is able to determine what to do, how to do it and then is able to do it easily.

7 Directness

Activities must be performed directly. Available alternatives must be visible, reducing the user's mental workload. The opening is also better provided by the object-action sequence of the direct manipulation systems. Activities are performed by selecting an object directly, then selecting an action to be performed and then displaying the action being performed.

3. LITERATURE REVIEW

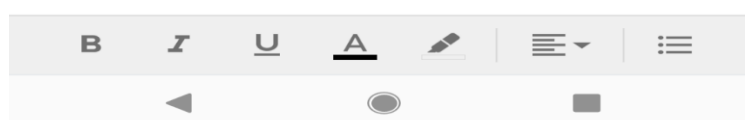
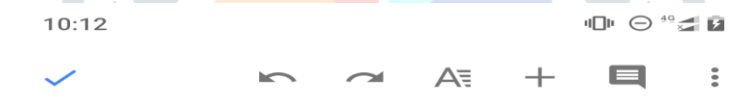
The concept of this application got originated when I used to write code for developing websites since that time I used to face so many issues and a bad experience due to the badly designed UI of the text editors. I used to search for the features a lot. At the same time due to the bad proximity I used to choose wrong options. The Auto generation of the code was so bad that it used misguide more while writing a code. These all bad experience lead to design a develop this application.

I. METHODOLOGY

I. List of Methods and Classes used for application development:

1. Bottom Navigation – The activity in this application gives the access to the tools required for editing the text.
2. menu– This is used to display all the options like save move etc.
3. Local database – This app will use the local database to store all the written text

V. Screenshots of Application



4. CONCLUSION

The user interface guidelines stands good even after many years of their introduction. The only difference is that they take different forms with core aspects of the principles standing strong. This has made the apps studied popular even with low values for some of the principles investigated. Some studies have revealed the existence of these principles in various forms and the importance of their existence for a user interface to be attractive and efficient. The vast list of information reported in this paper helps to understand the principles' individual presence in different type of mobile interfaces and also the popularity of those user interfaces among the users.

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