

## COLLABORATIVE FRAMING TOOL WITH ENCRYPTION

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**Abstract:** Application gives you the wire framing, prototyping and documentation tools needed to make informed design the choices and also persuade any skeptics of documents to be your designs. Which are Quickly to create the beautiful of wireframes and with the boxes, which also be the place holders and shapes, text, and also we can be the add colors of the gradients, and also be the our semi-transparent of the fills, which would be the import the of images, and to to be the use grids are also guides for the precise of the placement, and many of the other tools which is designed to help you to work at the right fidelity for your project. With the help of the application user can create simple click-through mockups or the highly functionality of the prototypes with that the conditional logics, dynamical contents of the animations.

Tool make the process of creating a cloud computing based SaaS app or website fundamentally easier allowing you to visually strip the product down and focus purely on functions and user to be are

interactivity. Mockups of the wireframes are also be critical tools for communicating a prototype's usability and the functionality of the clients to be providing a streamlined, and uncluttered visuals to be supplement verbalized ideas and designs. Early project collaboration through ideation and prototyping ensures your team will create better solutions and reduce project waste and rework improves your creative process through managed the collaborations which are to be shared his knowledge and gather the feedback to refine the designs. To make the decisions. Of the application lets you to create the diagrams by just dragging and to droppings of the items . Then we can use it to be create to the flowcharts, Of the uml diagrams and also be the Wireframes, and the Sitemaps or any other of the form of diagrams. When the application is also be great and when it comes to sharing your diagrams with others and collaborating with them in the real times. It simply be invite to the friends circle by providing their email address and Application will let them view and edit your diagrams as well.

- Streamline Your Work
- Easily Add Interactions

- Build Prototypes
- Keep Existing Processes
- Sharing
- Synchronize Teams
- Create reusable bits with Components
- Illustration or Pencil mockup option
- Pre-loaded style components
- Simple drag-and-drop interface

## **1. INTRODUCTION**

Wireframes may be utilized by different disciplines. Developers use wireframes to get a more tangible grasp of the site's functionality, while designers use them to push the user interface (UI) process. User experience designers and information architects use wireframes to show navigation paths between pages. Business stakeholders use wireframes to ensure that requirements and objectives are met through the design. Other professionals who create wireframes include business analysts, information architects, interaction designers, user experience designers, graphic designers, programmers, and product managers.

Wireframes may have multiple levels of detail and can be broken up into two categories in terms of fidelity, or how closely they resemble the end product.

Low-fidelity resembling a rough sketch or a **quick mock-up**, low-fidelity wireframes have less detail and are quick to produce. These wireframes help a project team collaborate more effectively since they are more abstract, using rectangles and labeling

to represent 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 often used for documenting because they incorporate a level of detail that more closely matches the design of the actual webpage, thus taking longer to create

### **Advantages:**

One of the great advantages of wire framing is that it provides an early visual that can be used to review with the client. Users can also review it as an early feedback mechanism for prototype usability tests. Not only are application easier to amend than concept designs, once approved by the client and the users they provide confidence to the designer.

From a practical perspective, the application ensure the page content and functionality are positioned correctly based on user and business needs. And as the project moves forward they can be used as a good dialogue between members of the project team to agree on the project vision and scope.

1. Simple to construct
2. Designer needs little training
3. System needs little memory
4. Take less manipulation time
5. Retrieving and editing can be done easy
6. Consumes less time
7. Best suitable for manipulations as orthographic isometric and perspective views.

### **Disadvantages:**

As the application does not include any design, or account for technical implications, it is not always easy for the client to grasp the concept. The designer will also have to translate the application into a design, so communication to support the wireframe is often needed to explain why page elements are positioned as they are. Also, when content is added, it might initially be too much to fit within the wireframe layout, so the designer and copywriter will need to work closely to make this fit.

1. Image causes confusion
2. Cannot get required information from this model
3. Hidden line removal features not available
4. Not possible for volume and mass calculation, NC programming cross sectioning etc
5. Not suitable to represent complex solids

## **2. Literature survey**

Wireframes are an important design tool used in Web development. It is a visualization tool for presenting proposed functions, structure and content of a Web page or Web site. A wireframe separates the graphic elements of a Web site from the functional elements in such a way that Web teams can easily explain how users will interact with the Web site. A typical wireframe includes:

(1) key page elements and 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, and (4) place holders, content text and images.

A wireframe is a stripped-down 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 referred to as “page schematics”, “page architecture” or even “blueprints” (though the term “blueprint” sometimes refers to a more overall site design).

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

A full wireframe needs to deliver the following information:

- **Layout:** General placement of page elements such as headers, footers, navigation, content area, and often branding; It communicates decisions that as been made as to the navigation strategy of the site; it also

shows the prioritization of the content on the page.

- **Content inventory:** What content needs to be present on the page
- **Web elements:** Headers, links, forms, lists, images etc.
- **Behavior:** Notes/annotations may be added as to how elements should be displayed (such as number of elements, default display etc.), or what functional behavior occur when an element is activated (popups, page refresh, link to another page, or external site etc.)

### 3. METHDOLOGIES

#### 3.1 CREATE

Components can be reused for application design. Templates can be used again so the application helps to save time and cost. Application provides a large library so that prototyping can be quick. Users can drag and drop the components from library on the working area.

- Multiple layers can be managed.
- Objects can be customized and automated alignment can be managed.
- Copy and paste option is also possible
- Undo option
- Can import the image.
- Image customization in different ways.
- App help option
- Dragged and drop to easily create diagrams.
- Connectors and linking elements.

- Automatic reposition.
- Insert text.
- upload images
- styles customization

#### MANAGING

Components are managed by creating a folders and diagrams are kept in separate folders.

- Folder management.
- Diagrams can be copied.
- Thumbnails option.

#### 3.3 COLLABORATION

Application helps in real time collaboration. Powerful collaboration helps the contribution of all the users. All peoples can work on the same platform.

- Feedbacks for diagrams.
- User can set their own icon.
- Diagrams in the shared folders can be accessible and editable by people with the access rights
- invite collaborators
- Real time editing is possible.
- Chat function is provided.

#### SHARING

- Can make diagrams private
- URL can be made for sharing.
- Can share with blogs also.
- slideshow
- export option
- direct post to Twitter/Facebook
- Multi language support.

### **3.3 SECURITY**

- Access id and password
- Private diagrams can only be seen by users you select.
- SSL encryption is used.
- User passwords are encrypted on Application's server.

### **4. RESULT**

This application helps to design the wire frames in a beautiful way so by seeing that we can easily attract to others, this application will be attract to everyone and helps us to design the frames.



### **6. REFERENCE**

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2. <http://www.whatjobsite.com/content/recruiter-zone/online-recruitment-basics/advantages-disadvantages-of-online-recruitment/> Advantages & Disadvantages of Online Recruitment
3. [http://www.freebase.com/m/03cv\\_qh](http://www.freebase.com/m/03cv_qh) Candidate submittal - Freebase

### **5. Conclusion**

The different features of the project is complete enough to manage and handle the overall process of creating and collaborating diagrams with the most sophisticated tool anywhere on the web. The system is being designed as like it was decided in the design phase. Currently the project is partially Implemented and tested for the partial completeness. Currently this project is still under development and has not been ported on the internet. When all the phase will be implemented it will be deployed on the internet and we sure that the results will be satisfactory.