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DEVELOPING A USER INTERFACE FOR AUTOMATED WORKPLACE TO ACCOUNT MOTOR TRANSPORT

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This article discusses the principles of building a graphical user interface of an application.

An important task is to develop a graphical user interface. According to the technical task, the software is developed for the operating system of the Windows family, therefore, it is necessary to follow the specifications developed by Microsoft for software development.

A graphical user interface (GUI) is a type of on-screen presentation in which the user can select commands, run tasks and view file lists, pointing to icons or items in menu lists shown on the screen.

The user interface is a collection of the information model of the problem area, the means and methods of user interaction with the information model, as well as components ensuring the formation of the information model during the operation of the software system

The main advantage of a good user interface is that the user always feels that he is managing the software, and not the software that controls it.

To create such a feeling of "inner freedom" for the user, the interface should have a number of properties.

- The naturalness of the interface;
- Interface consistency;
- User friendly interface ("user forgiveness" principle);
- The principle of "feedback";
- Ease of interface;
- Interface flexibility;
- Aesthetic appeal [1].

Any application for Windows operating system is a window created by the Form component. Form is the most important visual component. Forms are visible Windows windows and are the main part of almost any application.

An application can have several forms, one of which is considered the main one and is displayed first when the program starts. When you close the main form of the application, the entire application stops working, and all open application windows are also closed.

Taking into account the recommendations described above, it is advisable to present the graphical interface on the main form with the shortcut buttons, which will be responsible for certain program functions:

- storing information about the work of the enterprise;
- storing information about drivers;
- systematization of data on waybills;
- systematization of data on vehicles;
- systematization of data on drivers;
- data formation in .xml format.

As for the main features of the interface being developed, the following can be noted. By selecting the File / Open menu and loading the database, you can work with a fully functioning program. After opening the database file, all menu items become active.

The "References" menu item allows you to view, add, edit or delete data. To view the necessary data, you need to select one of the menu items.

When you click the "Convert" button, the data is saved in the directory selected by the user and converted to XML format.

When you click the "Add" button, you are transferred to a new form on which data will be added. When adding a new record, check for correct input is taken into account, in case of incorrect data entry, a message is displayed on the screen.

When you select one of the "Waybills" menu items, a child form appears on which in the upper right corner there are data search buttons for a given criterion, and in the upper left corner of the button for possible operations on data, add, edit, delete and convert.

Findings.

This article describes how to build a graphical interface of applications for the Windows operating system and present examples of the application. The main advantage of a good user interface is that the user always feels that he is managing the software, and not the software that controls it.

REFERENCES

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