**Axure**

Axure is great because it’s very easy to pick up and learn. You also have full control of the placement of items and objects as well as the freedom to build most of your objects within the application. One of the greatest things about application is that you can add pseudo code to project to have it mimic final product usage, with enough power to do anything from navigation pop-ups to working search bars. Having used it before, I can say that, while it can be difficult at times, it’s incredibly useful, really rewarding, and fun to use.

**Photoshop**

Photoshop takes some time and effort to really learn and become proficient in it, but the uses of this application is almost limitless. I can’t tell you how many hours I’ve put in Photoshop, but now I can use it for most edits quickly. The greatest thing about Photoshop is the freedom it provides which equates into quick processes that makes doing sketches easy. Before, the biggest downside to this application was how expensive it was, but since Adobe moved its products into the cloud, the costs for this application have become incredibly cheap and less memory heavy. Photoshop is great because of the freedom it allows in design, the cheapness and ease of accessibility for the application, and the quickness of its use.