**Reflexión 3**

**“Why wear a vest, when you can unload the gun?”**

**Validations are a vital part of any process of development, and software isn’t an exception, it doesn’t matter how *perfect* a process is, without the validation of every module, a product can’t be certified as a quality product, but what if we lessen the number of modules that we need to validate?**

**That’s when constrains come into play, a constrain is not the lack of a feature for a product but the lack of the opportunity to make a mistake. I consider that constrains are one of the most sensible techniques when we talk about interface design, because it doesn’t require any user experience to be implemented what is more, the user isn’t even going to realize that something is happening there, but the amount of benefits is colossal.**

**The safest interface is an empty interface; it doesn’t give place to mistakes or confusion, but an empty interface is also a useless interface, the real challenge when it comes to HCI is to find the sweet spot between functionality and constrains.**