**We Strive for good usability and accessibility**

* Usability
  + Taking into consideration users experience
  + Simplify structures of tasks as much as possible
  + “Don’t make me think” - the user does not like to made think
  + 5 principles
    - Visibility
      * The mapping between intended actions and operations
      * No inconsistencies
      * e.g. Button for running the program - running man
    - Constraints
      * Constrain the user to not make mistakes
      * e.g. the 3 columns instead of textarea
    - Affordances
      * Provide strong clues on how to operate the system
      * e.g. The system is clearly made to support children learning computing (the way it is “clumsy” designed)
    - Mappings
      * Relationship between the system’s controls and their actions
      * e.g. The Flags display the values of Carry, Zero and Negative.
    - Feedback
      * Sending back to the user information on their acts
      * e.g. when the user runs or compiles the program, a result is shown (i.e. error and std output console)
* Accessibility
  + Technology that users can adapt to meet their visual, hearing, dexterity, cognitive, and speech needs and interaction preferences.
  + Predictive text
  + Color blindness - no red and green
  + Possible customization of appearance (size, color, shape, contrast)
  + Responsive design
  + Java Accessibility API