1. What is a User Interface?

Answer) what the person who is using an application or device interacts with ie. Oven buttons.

1. Explain the difference between the User Experience and the User Interface.

Answer) User experience is more how the client finds the ease of use. And user interface is more the layout of the device or item the client is using

1. What is a Mock-Up?

Answer) a visual unfinished representation giving an idea of the final product or how things are going to look

1. Define Low & High Fidelity

Answer) Low fidelity being a more basic not very detailed representation. And high Fidelity is just a more detailed functioning blueprint.

1. Outline the benefits of using one

Answer) allows the end user a visual representation of what it’s going to look like.

1. What is Mobile-First Design?

Answer) designing for the more widely used device type. Designing for mobile devices vs full desktops.

1. Who should be in control of the User Interface?

Answer) Marketing. The reason being, they are trained

And taught the psychology behind people. What’s going

Appeal to them. etc.

1. Define Reusable Components.

Answer) With code. A reusable component is a piece or line of code that instead of being typed out multiple times. Can be slightly modified and copied over and used multiple times saving you large amounts of time coding.