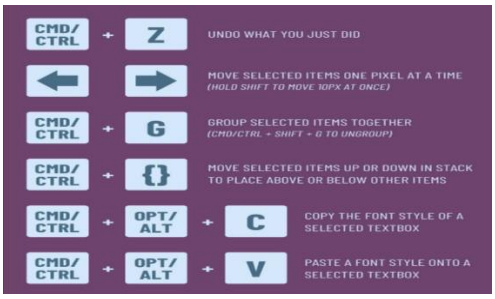
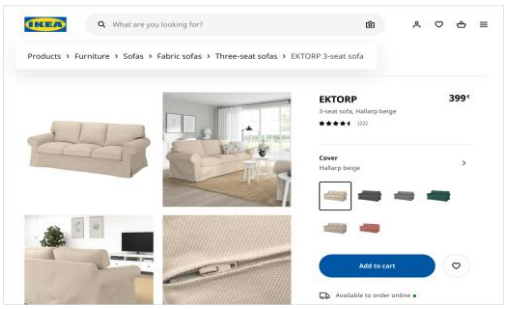
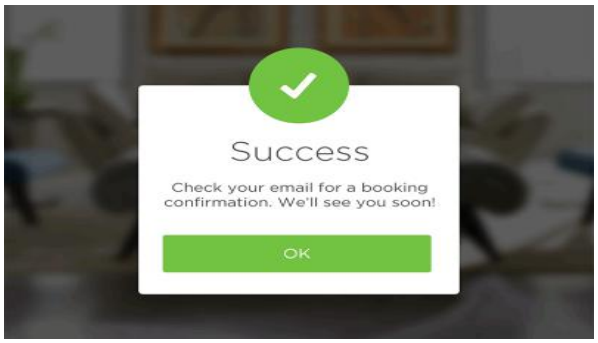
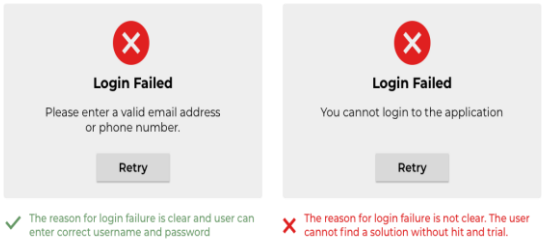
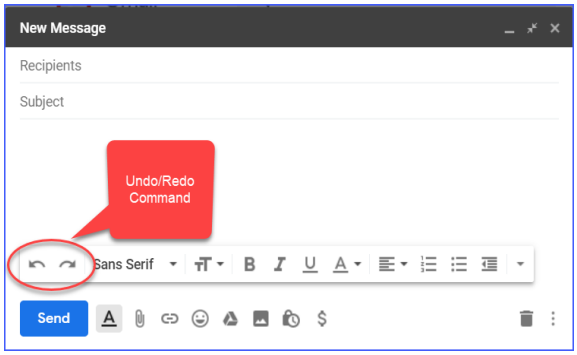
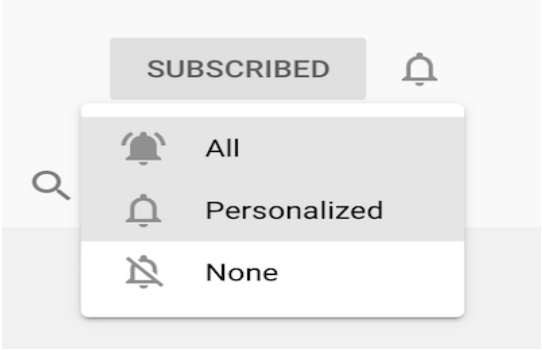
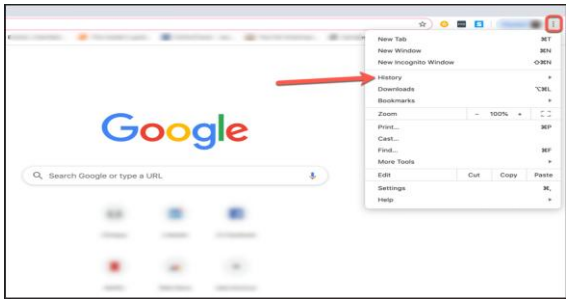
Assignment No. 7

Sr. No.	Rule	UI	Explanation
1.	Strive for Consistecy		A consistent interface uses similar colors, icons, terminology, and layouts across all screens. This helps users quickly understand how to interact with the system without relearning each page. Consistency reduces confusion and increases usability because users can predict outcomes of their actions.
2.	Enable frequent users to use shortcuts		As users become more experienced, they look for faster ways to perform tasks. Providing keyboard shortcuts, gesture controls, or customizable buttons allows them to complete actions quickly. This improves productivity and keeps experienced users satisfied while still supporting beginners.
3.	Offer informative feedback		The interface should respond clearly to every user action, no matter how small. For example, showing a loading bar, “message sent” alert, or button animation tells users that their command was received. Continuous and meaningful feedback keeps users informed and builds trust in the system.
4.	Design dialogs to yield Closure		When users complete a task, the system should show a clear indication of success or completion — such as a confirmation message or receipt. Dividing tasks into steps with clear beginnings and ends gives users a sense of accomplishment and helps them move confidently to the next task.

5.	Offer simple error handling		Good interfaces prevent errors before they occur by providing hints, constraints, or validations. If an error happens, the system should display a clear and helpful message explaining what went wrong and how to fix it, instead of just showing technical codes. This reduces frustration.
6.	Permit easy reversal of actions		Users should be able to undo or redo their actions without penalty. This flexibility encourages exploration and experimentation since users know mistakes can easily be corrected. Examples include "Undo" buttons or "Remove from Cart" options that restore control to the user.
7.	Keep users in control		The user should feel that they are directing the interaction, not the system. The interface must respond to user commands, not take actions automatically. Giving options like turning off notifications or controlling autoplay keeps users confident and comfortable using the system.
8.	Reduce Short-Term Memory Load		Human short-term memory is limited, so interfaces should display all necessary information on-screen instead of making users remember it. For example, showing selected items or previous steps helps users focus on completing their tasks without mental strain or forgetting details.