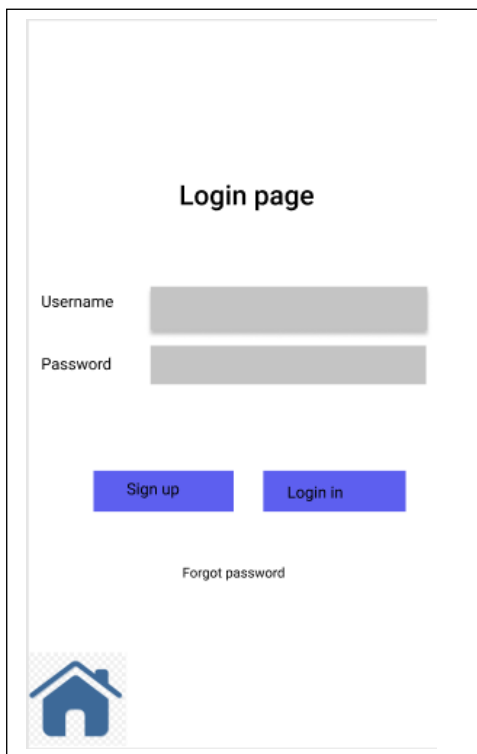




Set of activities to work through during your own time -

- 1- Enhance the design of the following interfaces. Re-design them based on the usability goals and design principles.**

A login page interface with a white background. At the top, the text "Login page" is centered. Below it, there are two input fields: "Username" and "Password". Below the "Password" field, there are two blue buttons: "Sign up" and "Login in". Below these buttons, there is a link "Forgot password". At the bottom left, there is a blue house icon.A registration page interface with a white background. At the top, there is a green arrow pointing left. Below it, the text "Registration page" is centered. Below the text, there are three input fields: "Username", "password", and "Confirm password". Below the "Confirm password" field, there is a blue button labeled "Submit". At the bottom right, there is a blue house icon.A dashboard interface with a white background. At the top, there is a "Back" button and a "WELCOME BACK Alaa" message. Below the message, there is a "Dashboard" label. Below the label, there is a grid of social media icons: Facebook, Instagram, Twitter, Snapchat, and Messenger. At the bottom right, there is a blue house icon.

- 2- Implement the enhanced design.**
- 3- Let users move to another screen when clicking on the sign-up button that enable users to sign up (use `onClickListener()`).**

- 4- Design a mobile app for cinema booking system (4 pages – use your imagination). Follow the design and usability principles.**
- 5- Act as an evaluator and evaluate your design based on the heuristic usability principles.**
- 6- Use the feedback from the evaluation study to enhance the design of the previous app, then implement the final version using java and android studio.**