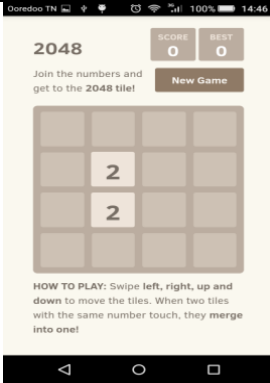
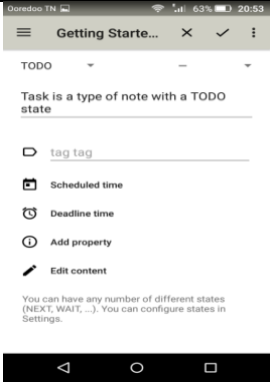
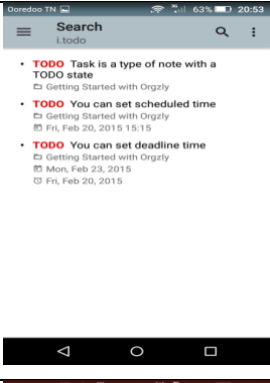
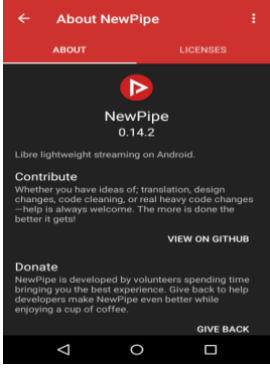
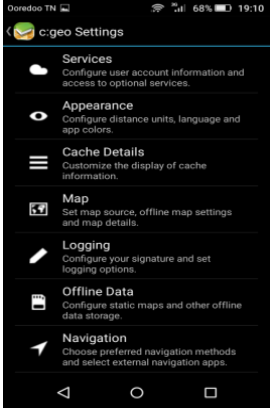


Number	MUIs_to_evaluate	Explanation	Detected_Defects
1		<p>- this UI has 7 different sizes ==&gt; <u>Incohesion of MUI.</u></p> <p>-it has 2 components upper left/ 3 components upper right..... ==&gt; <u>Imbalance of MUI.</u></p> <p>====&gt;&gt; we cannot say that this UI has:</p> <ul style="list-style-type: none"> <li>* difficult navigation because we have a descriptive text explaining how to play.</li> <li>*incorrect layout of widgets because we have the same space between all components and the margin( left/right/top/bottom) of the interface.</li> </ul>	<p><u>Incohesion of MUI.</u></p> <p><u>Imbalance of MUI.</u></p>
2		<p>- this UI has many components ==&gt; <u>Overloaded MUI.</u></p> <p>-in this UI, the quantity of component in the left side is more than the right side ==&gt; <u>Imbalance of MUI.</u></p> <p>====&gt;&gt; we cannot say that this UI has:</p> <ul style="list-style-type: none"> <li>* difficult navigation because we have a descriptive text explaining how to play.</li> <li>*incorrect layout of widgets because we have the same space between all components and the margin( left/right/top/bottom) of the interface.</li> <li>* Incohesion of MUI : the same space between components.</li> </ul>	<p><u>Overloaded MUI.</u></p> <p><u>Imbalance of MUI.</u></p>
3		<p>- this UI is not situated in the center ==&gt; <u>Incohesion of MUI.</u></p> <p>-all the components situated at the upper side of UI ==&gt; <u>Imbalance of MUI.</u></p> <p>- this UI has 2 different size of margin left ==&gt; <u>Incorrect layout of widgets.</u></p> <p>====&gt;&gt; we cannot say that this UI has:</p> <ul style="list-style-type: none"> <li>* difficult navigation because we have a descriptive text explaining how to play.</li> <li>*overloaded of MUI.</li> </ul>	<p><u>Incohesion of MUI.</u></p> <p><u>Imbalance of MUI.</u></p> <p><u>Incorrect layout of widgets.</u></p>
4		<p>- The components have different sizes ==&gt; <u>Incohesion of MUI.</u></p> <p>-The bottom of the UI have more component than the upper ==&gt; <u>Imbalance of MUI.</u></p> <p>- this UI has 14 components==&gt;<u>Overloaded of MUI</u></p> <p>====&gt;&gt; we cannot say that this UI has:</p> <ul style="list-style-type: none"> <li>* difficult navigation because we have a descriptive text explaining how to play.</li> <li>**incorrect layout of widgets because we have the same space between all components and the margin( left/right/top/bottom) of the interface</li> </ul>	<p><u>Incohesion of MUI.</u></p> <p><u>Imbalance of MUI.</u></p> <p><u>Overloaded of MUI</u></p>

5		<p>- There are 2 different size of margin upper left of UI ==&gt; <b><u>Incorrect layout of widgets.</u></b></p> <p>- this UI has 24 components==&gt;<b><u>Overloaded of MUI</u></b></p> <p>====&gt;&gt; we cannot say that this UI has:</p> <ul style="list-style-type: none"> <li>* difficult navigation because we have a descriptive text explaining how to play.</li> <li>* Incohesion of MUI : the same space between components.</li> <li>* Imbalance of MUI because we have the same distribution of component on the four quadrants of UI.</li> </ul>	<p><b><u>Incorrect layout of widgets.</u></b></p> <p><b><u>Overloaded of MUI</u></b></p>
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