1)

a)   Neielsen's heuristic principles [Violated]

i)   Maintaining the consistency.

ii)   Aesthetic and minimalistic design.

iii)   Help and Documentation.

iv)   Flexibility and efficient use.

v)   Error prevention.

vi)   Match between the system and real world.

b)   Rate the severity of violation

My rating is 3, since it is a Major usability problem, the fixing of this issue should be given higher priority.

2)

"Mavry had a little lamb"

i)   Intiating ⇒ M, find the text ⇒ M

ii)   Point with the mouse ⇒ P

iii)   Select the entire text ⇒ BB

iv)   Make a copy ⇒ KK

v)   Intie Point to Edit ⇒ replace ;   P | BB | BB

vi)   Paste the copied item ⇒ KK

vii)   Click replace all ⇒ BB

viii)   Point to original window ⇒ P

$2M + 3P + 4BB + 2KK$

$$2(1.35) + 3(1.10) + 4\left(\left(0.20\right)\left(0.20\right)\right) + 2\left(\left(0.28\right)\left(0.28\right)\right)$$
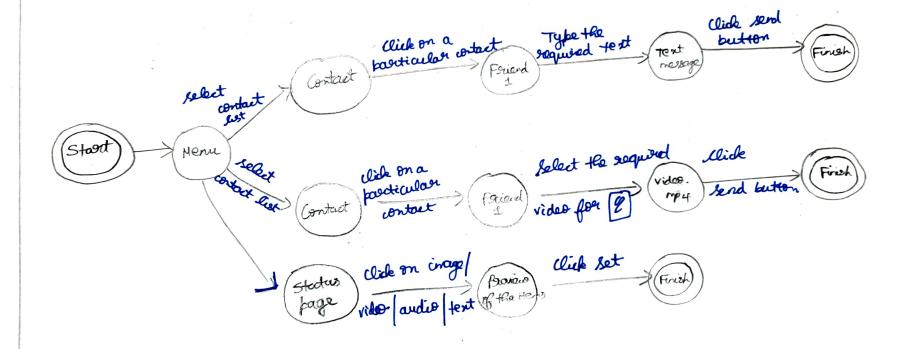
$2.7 + 3.3 + 4 \quad 0.16 + 2 \quad 0.1568$

1574.168

The effecient method of $\Big\}$ 1574.168
doing text replacing

i) sending text

ii) sharing video

iii) set status

(Start) → (Menu)

select contact list → (Contact) → **Click on a particular contact** → (Friend 1) → **Type the required text** → (Text message) → **Click send button** → (Finish)

select contact list → (Contact) → **Click on a particular contact** → (Friend 1) → **Select the required video for** → (video. mp4) → **Click send button** → (Finish)

(Menu) → (Status page) → **Click on image / video | audio | text** → (Preview of the item) → **Click set** → (Finish)

4) It is a Modal window

i) Used for presenting information.

ii) They requires immediate attention from the user.

iii) Used for prompting important warnings.

iv) Used for the user to enter critical information for continuing the process.

v) Can be used to fragment a complex workflow into simpler steps.

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5) Device control to play a game:

i) Definitely Joystick is the best device control for playing games.

ii) It has a long holding stick, which is used to hold and track/control the movement of the player (ie mario)

iii) It has a trigger button is used for firing, jumping purpose (i.e for mario to jump across the obstacles)

iv) It has an autofire switch, to slow down/shot the enemies.

v) It has an autoswitch button, to play/pause the game.