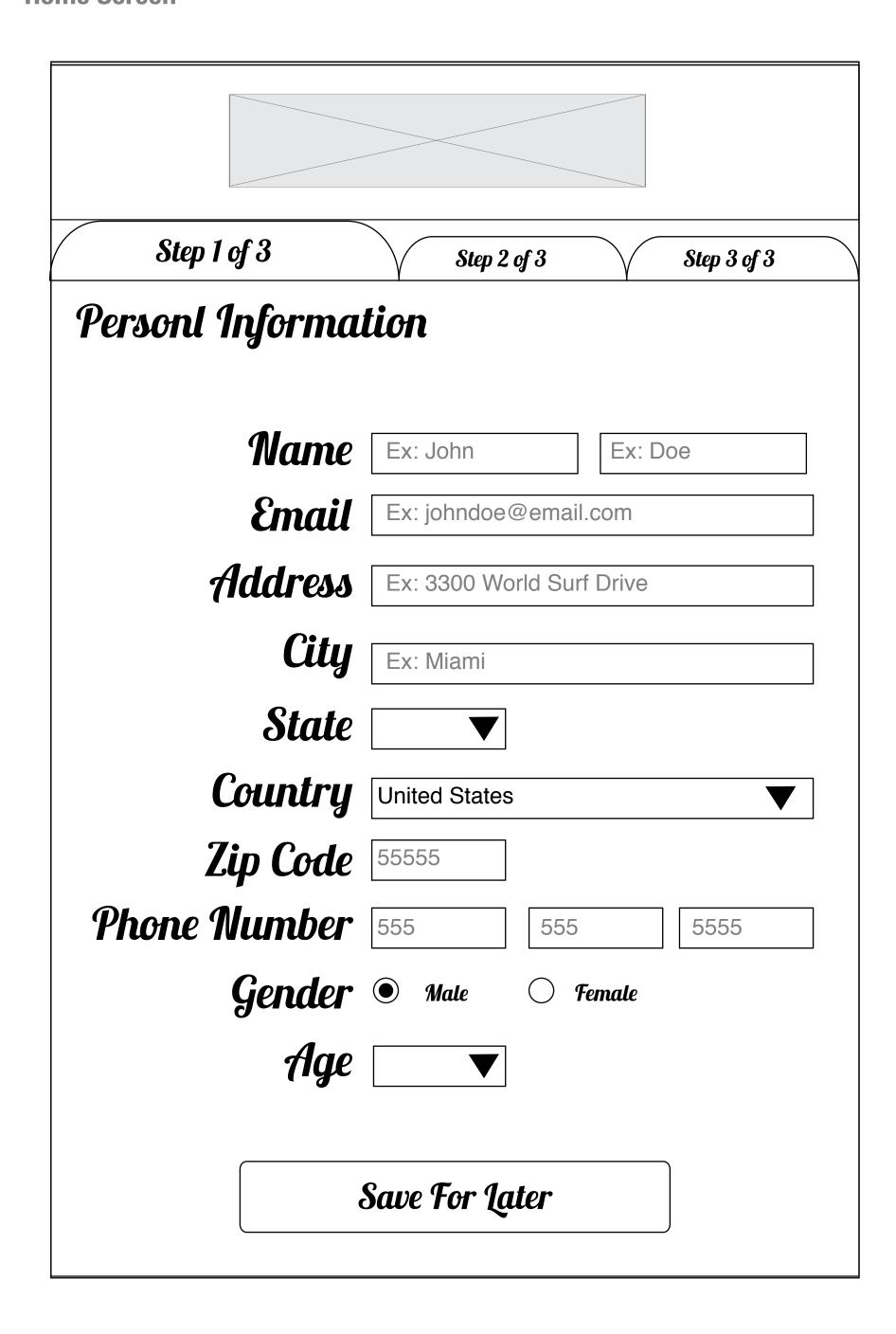


1.0	Design Pattern - [Name the Design Pattern]
1.1	Describe the available interactivity
1.2	Describe the change in state to the UI (if any) as a result of the available interactivity
2.0	Design Pattern - [Name the Design Pattern]
2.1	Describe the available interactivity
2.2	Describe the change in state to the UI (if any) as a result of the available interactivity
3.0	Design Pattern - [Name the Design Pattern]
3.1	Describe the available interactivity
3.2	Describe the change in state to the UI (if any) as a result of the available interactivity
4.0	Design Pattern - [Name the Design Pattern]
4.1	Describe the available interactivity
4.2	Describe the change in state to the UI (if any) as a result of the available interactivity
5.0	Design Pattern - [Name the Design Pattern]
5.1	Describe the available interactivity
5.2	Describe the change in state to the UI (if any) as a result of the available interactivity



Design Pattern - [Name the Design Pattern] 1.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 2.0 Describe the available interactivity 2.1 Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 3.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity 3.2 **Design Pattern - [Name the Design Pattern]** 4.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 5.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity



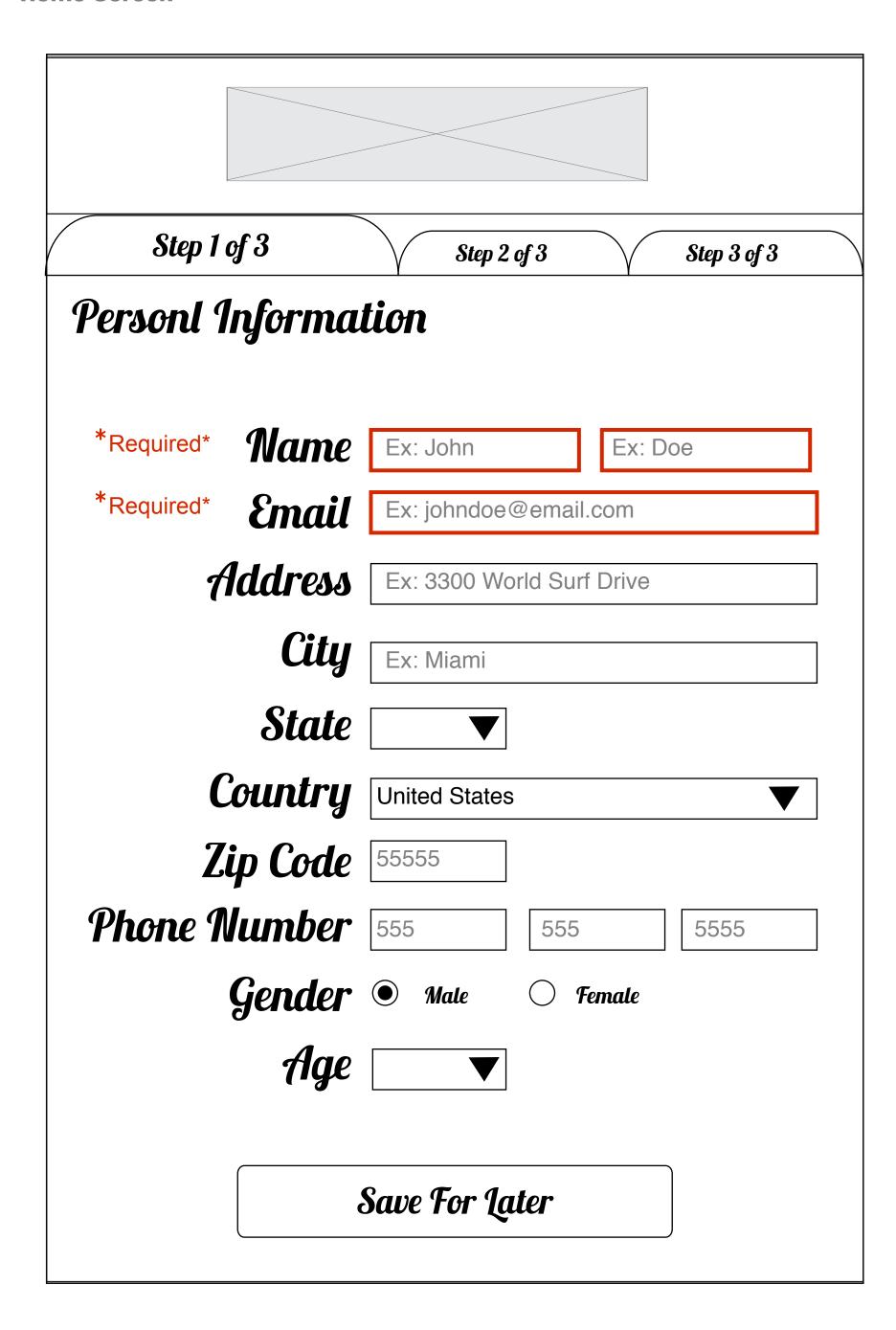
Step 2 of 3

Step 3 of 3

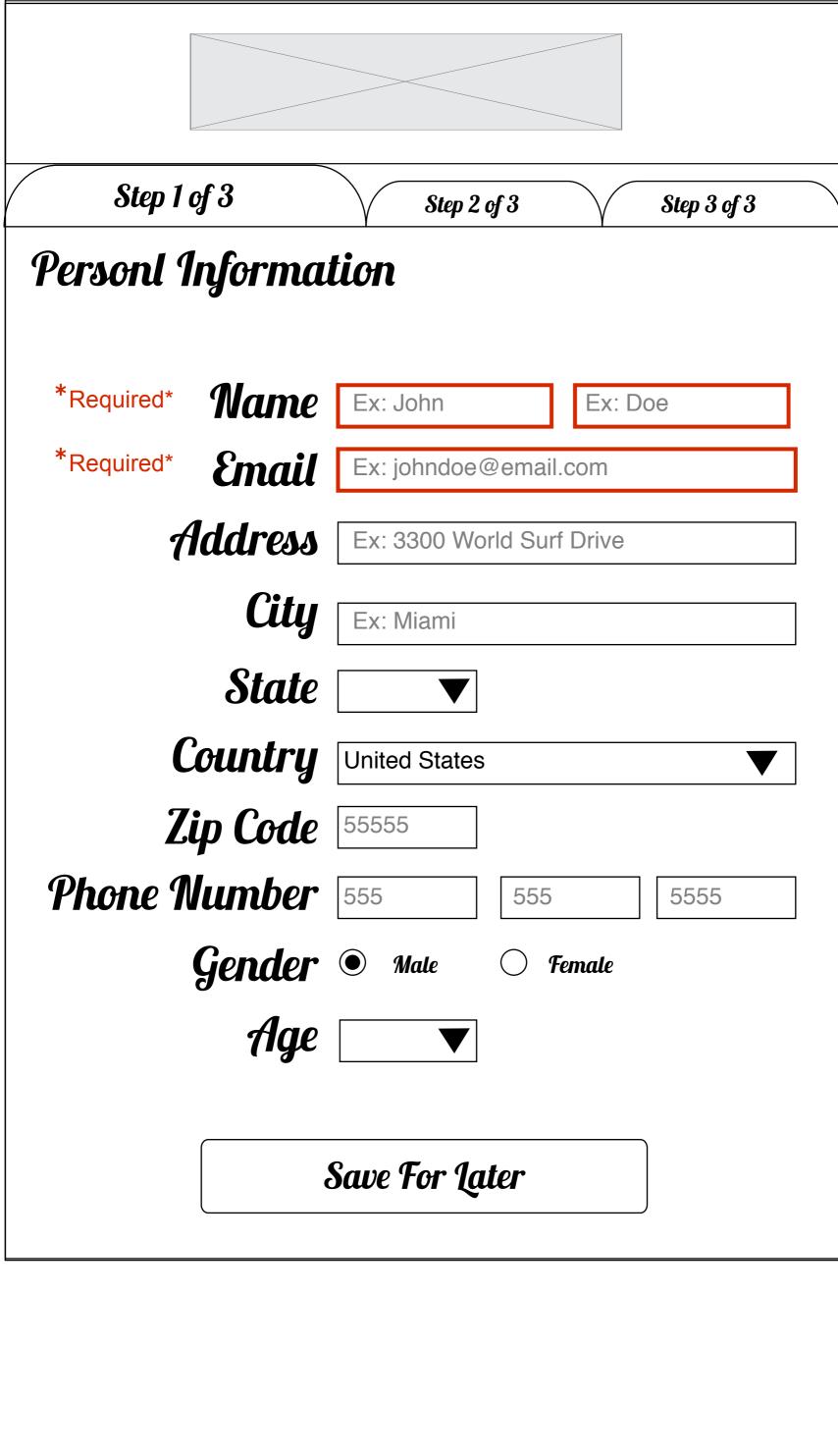
Personl Information

Name	Ex: John		Ex: Doe	
Email	Ex: johndoe@email.com Ex: 3300 World Surf Drive			
Address				
City	Ex: Miami			
State				
Country	United States			
Zip Code	55555			
Phone Number	555	555		5555
Gender	Male	○ Fe	nale	
Age				

Save For Later



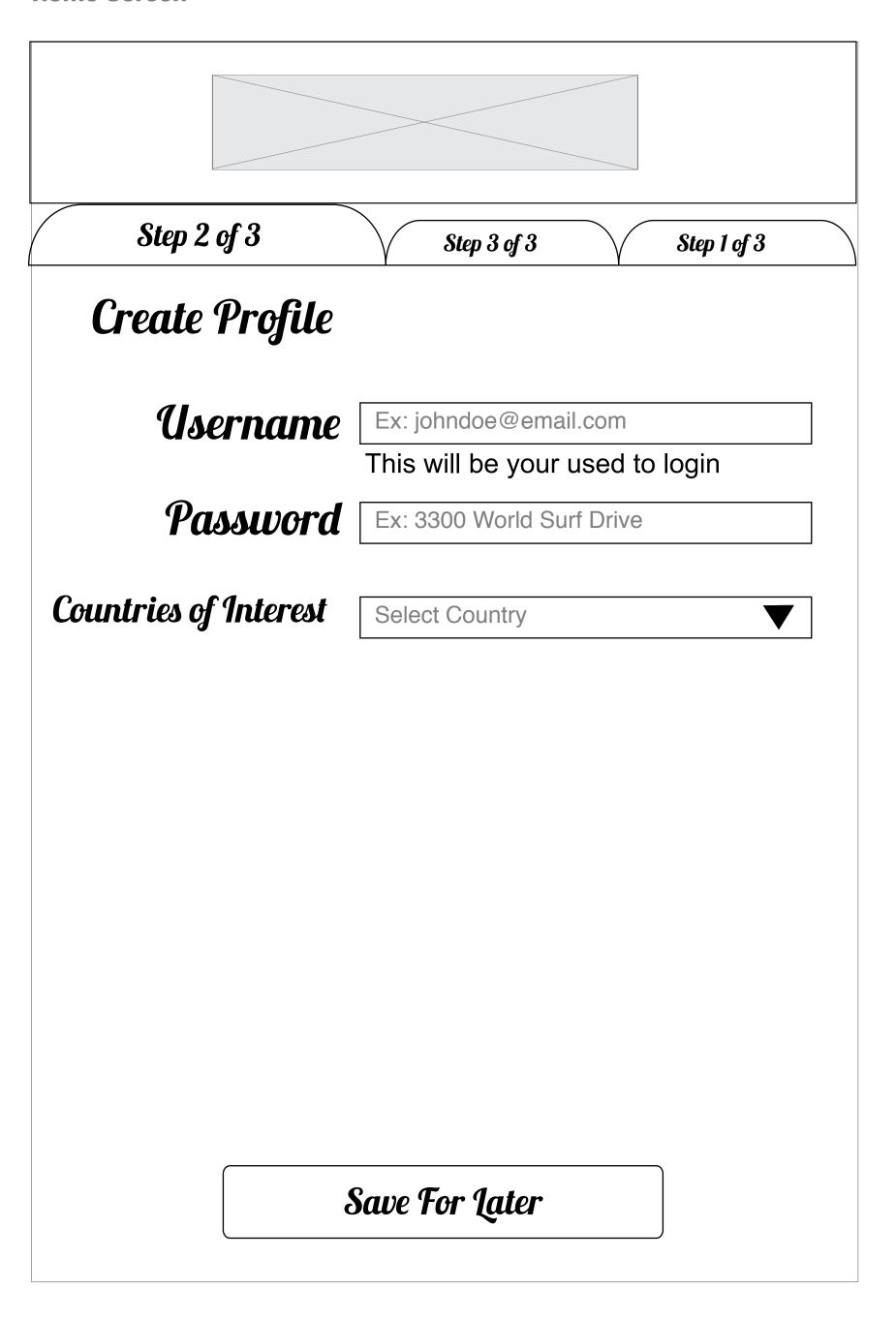
Design Pattern - [Name the Design Pattern] 1.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 2.0 Describe the available interactivity 2.1 Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 3.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity 3.2 **Design Pattern - [Name the Design Pattern]** 4.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 5.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity



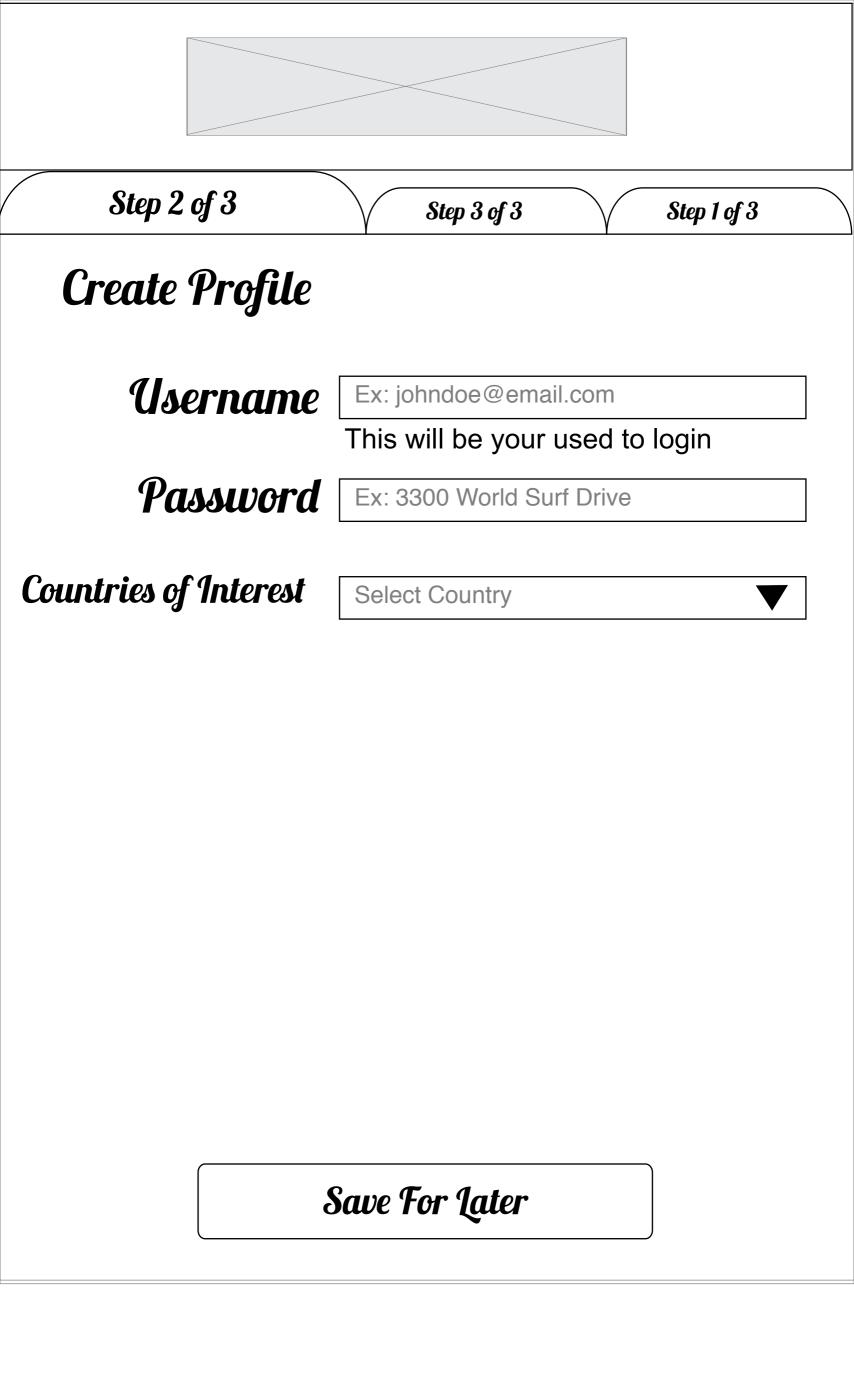


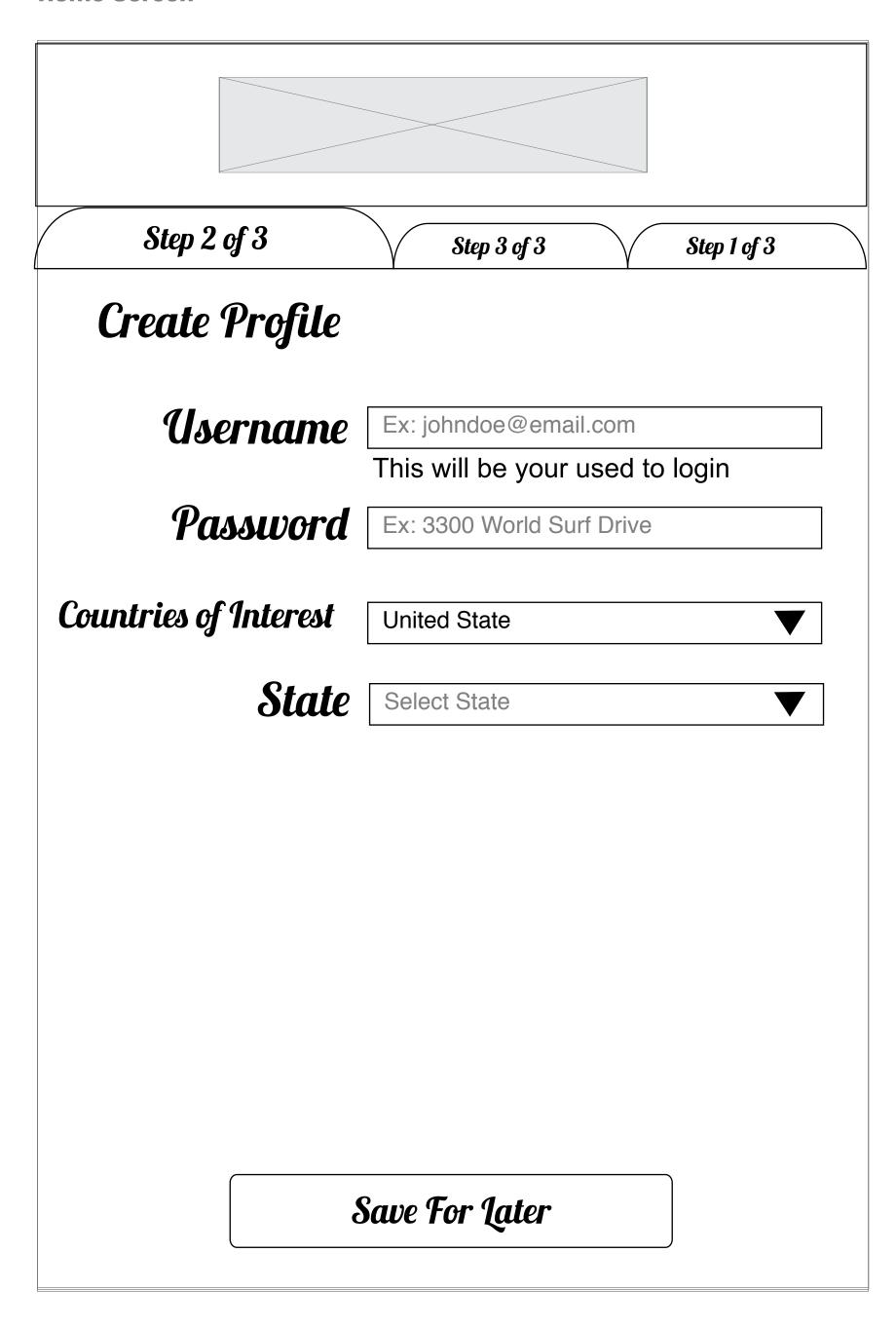
Web Interface & Usability

Home Screen



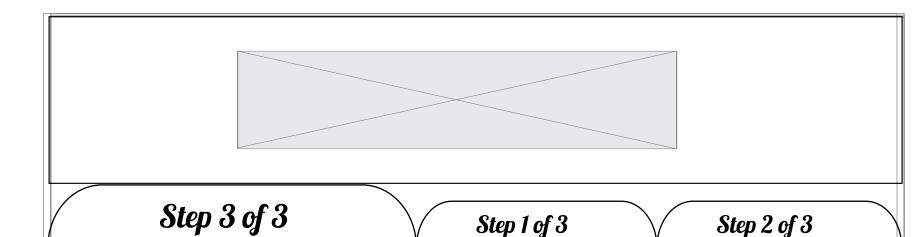
Design Pattern - [Name the Design Pattern] 1.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 2.0 Describe the available interactivity 2.1 Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 3.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity 3.2 **Design Pattern - [Name the Design Pattern]** 4.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 5.0 Describe the available interactivity 5.1 Describe the change in state to the UI (if any) as a result of the available interactivity





Design Pattern - [Name the Design Pattern] 1.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 2.0 Describe the available interactivity 2.1 Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 3.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity 3.2 **Design Pattern - [Name the Design Pattern]** 4.0 Describe the available interactivity Describe the change in state to the UI (if any) as a result of the available interactivity **Design Pattern - [Name the Design Pattern]** 5.0 Describe the available interactivity 5.1 Describe the change in state to the UI (if any) as a result of the available interactivity





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Using Our Service

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Your World Surf Account

Privavy And Protection

✓ Agree to terms of services

Create My Account

- 1.0 Design Pattern [Name the Design Pattern]

 1.1 Describe the available interactivity

 1.2 Describe the change in state to the UI (if any) as a result of the available interactivity

 2.0 Design Pattern [Name the Design Pattern]

 2.1 Describe the available interactivity

 2.2 Describe the change in state to the UI (if any) as a result of the available interactivity

 3.0 Design Pattern [Name the Design Pattern]

 Describe the available interactivity
- Describe the change in state to the UI (if any) as a result of the available interactivity
- 4.0 Design Pattern [Name the Design Pattern]
- 4.1 Describe the available interactivity
- Describe the change in state to the UI (if any) as a result of the available interactivity
- 5.0 Design Pattern [Name the Design Pattern]
- 5.1 Describe the available interactivity
- Describe the change in state to the UI (if any) as a result of the available interactivity



Web Interface & Usability

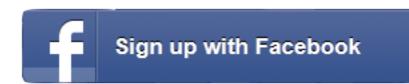
Home Screen

1.0	Design Pattern - [Name the Design Pattern]
1.1	Describe the available interactivity
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5.2	Describe the change in state to the UI (if any) as a result of the available interactivity

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