1. **HCI Guideline One (URL):** <https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/>
   * ***How you implemented it in your sketch: Deference -***My goal with this implementation is to have the fluid motions and movement for the different icons on the mobile app.  I want the motions to be easy on the users eyes and have them be able to press a certain class room number with the motions on the mobile app.
2. **HCI Guideline Two (URL):** <https://developer.gnome.org/hig/stable/>
   * ***How you implemented it in your sketch:*** ***Typography -*** For the GNOME design, I wanted to make sure that the typography stood out to the user so they could understand what class course they were selecting
3. **HCI Guideline Three (URL):**<https://developer.microsoft.com/en-us/windows/desktop/design>
   * ***How you implemented it in your sketch:*** ***Drop down button -***For the windows design, I wanted to implement a drop-down button that would show all of the classes at once, so that way it would take up less screen size for the user
4. **Pictures:**