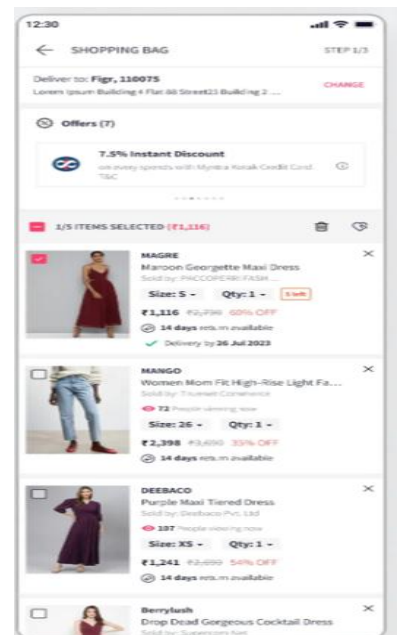# EX:1
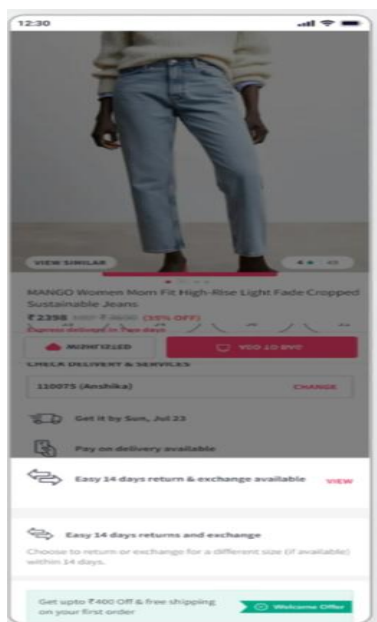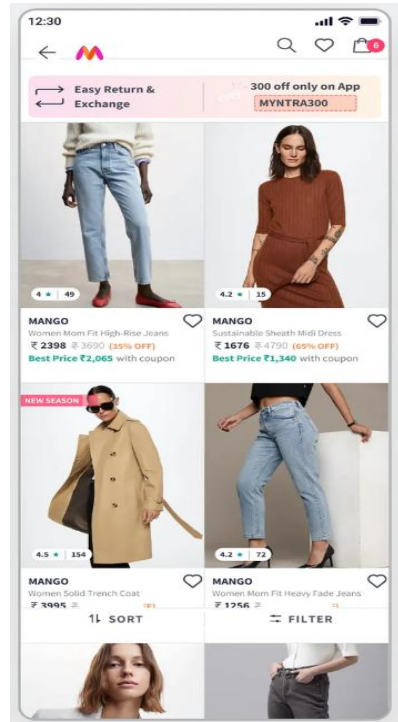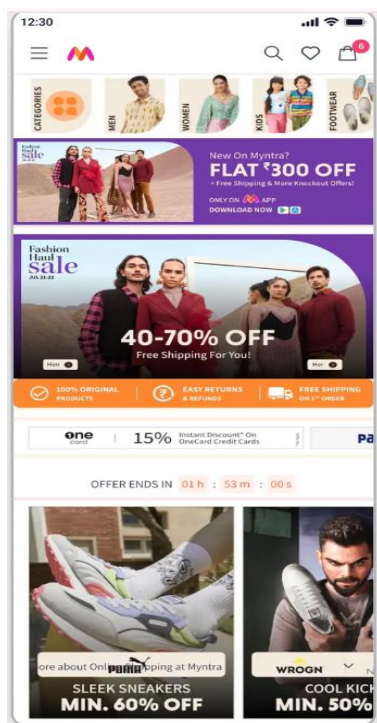
Convert Bad Design into a Good Design by Applying Principles of User Interface Design

BAD DESIGN

GOOD DESIGN