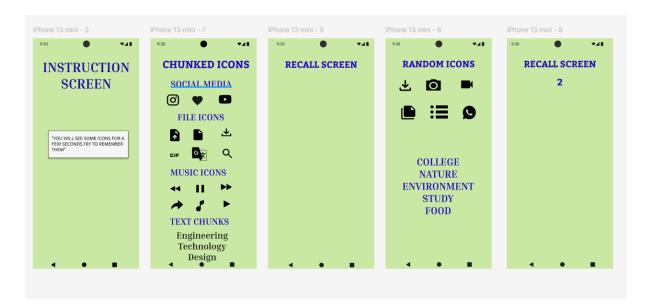
EX:2

Design a UI where users recall visual elements (e.g., icons or text chunks). Evaluate the effect of chunking on user memory.



OUTPUT:

