S.M. Hassan Ali
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Q.1 These design principles have the abstract part of design rules. They have low authority but high generality, on the other hand design standards have specific design rules, high authority and limited application. Meanwhile, guidelines also have lower authority and more general application.

In figure 1; substitutivity can be applied in a way that we can open any application that has been pinned to the task bar or we can either open it from main menu. This is how different inputs gets the same output from the it.

Q.2 i. Calender for the date
ii. Sun for weather icon.
iii. Picture icon for Photos
iv. Movie reel for Movies and TV
v. Envelope for mail

Q.3 Slip can be defined in a way such that a user know a particular system yet makes an error. For example in an atm machine a user presses two buttons instead of one. Meanwhile, mistake is a problem in design process and not in design principle. Like when a user needs to press two buttons as system ask, but there is only one available for that process.

Q.7 The concept of recognition makes any thing look familial. therefore the visual representation in GUI makes it easier for a user to interact with the system. Also to understand it even better. Meanwhile, there is a problem in recognizing CLI because of the higher degree of memorization that has been put into it. One should know all the technical things to use it propeely. New users mostly cannot cope up with this problem.