Making a website is a complicated task and to make it simpler, first of all, is very important to learn about useful practices in the programmer's world. The article is big, so in this essay, I'll try to cover the top 10 things which got my attention. To start with, I just want to say that I like the spirit of the whole article itself, it's very motivational and it's lead to the question. If we're not the ones who will try to implement good practices than who?

The 7+2 principle is a very good practice and it's commonly used not even in IT, but in the presentations. You're trying to put enough information on the slide, so the audience will have an idea about what exactly you're talking about, but it's shouldn't be overwhelming. So if we'll compare the webpages and presentations we'll find out that they have a lot in common. However, the webpages present without speaker and that's one of the biggest differences which makes information flow even more important.

The 2-second rule is another important one. However, there's not a lot to say about it. No one likes to wait for more than they should. Due to the fact that the competition is high, this can play a decisive role sometimes.

The 3-click rule isn't as obvious as the previous one, but both of them are related. I never really thought of it, but it's true. Honestly, I feel like nowadays it's more like a 1 or 2 click rule. Because when you open a website and you see something unclear, it's easier to open another one, than trying to figure out what is going on this one.

Inverted Pyramid rule is a very commonly used practice because less time you spend trying to figure out what you see is better. Nowadays we have so much more information than we ever had before. That's why it's important to know what exactly you found and is it related to the topic at all.

Satisficing is an interesting thing which from a logical perspective shouldn't really work, however, it does work. Most part of the time when people trying to solve a problem, they don't have high expertise in the subject and may not really enjoy fixing it. So, they're just trying to come up with a fast-sneaky solution which will work.

One of my favorite ones from the list is "no way to get in touch". This one is just a must-have not only for successful development but even for successful living. Sometimes it's hard to say that you're doing something incorrectly and the responses from other people might be a very helpful tool to be able to get back on the track. Not all of the comments going to be useful, but some of them may bring a better idea of how to make stuff working together in a better way for the user.

Next few I decided to group together because they're related to each other and all of them are based on Gestalt principles of form perception. These principles are the fundamental rules of human psychology in terms of human-computer-interaction-design. The first one is the law of proximity. It's base on the idea that when we see the collection of objects, we tend to think of them as a group. The other important one which usually works together with the previous one is the law of similarity. This law based on the idea that elements will be grouped perceptually if they are similar to each other.

Legibility is a must-have and there is no point to discuss others without thinking of this one. Different techniques are great, but they're not as useful if the text is visually unclear.

The last, but not least is a design philosophy of user-centered design. The idea is pretty simple, as a developer you need to focus on your users' needs because at the end of the day, they're the ones who you do your work for.

All those practices are incredibly useful. Sometimes you may want to not use all of them, but it's still highly important to know about them and to be able to recognize and use them as much as it's possible.