

## Exercise 2

### Order and Groups

Use the Group tiles to group related components together. If you're marking up a web interface, pay special attention to the Landmark Roles.

Then, within each Group, use the pegs and thread to create a logical order. (This may not be the same as the visual layout!)

Note: every object in the UX should have a unique value for its Label, either alone or in the context of its Group (see figure below):

