**Heuristic evaluation**

**1 Strive for consistency.**  
Consistent sequences of actions should be required in similar situations; identical terminology should be used in prompts, menus, and help screens; and consistent commands should be employed throughout.

The navigation bar will be situated at the top of every webpage of the website which will contain the logo of the application on the left hand side(which when clicked on takes the user to the homepage), The **about** section to the right of the logo, an additional **options** dropdown to the right of the **about** button and if the user hasn’t logged in, then the login/signup buttons will be situated at the right hand side and if he has logged in then the user details will be displayed as a dropdown menu when he/she clicks the user icon.

**2 Enable frequent users to use shortcuts.**  
As the frequency of use increases, so do the user's desires to reduce the number of interactions and to increase the pace of interaction. Abbreviations, function keys, hidden commands, and macro facilities are very helpful to an expert user.

If at any point the user wishes to go to the home screen, he/she need only click the logo situated on the navigation bar to go to that webpage instantly.

Conventional keyboard shortcuts(only applicable on desktops and laptops)(along with UI options) to undo, redo, save etc. can be used to increase the pace of interaction between the user and the application.

**3 Offer informative feedback.**  
For every operator action, there should be some system feedback. For frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.

Always show/highlight where the AirPen’s pointer is on the board when the user is using their finger. Any finger movement by the user has to be clearly displayed on the file in front of the user.

Show a pop-up indicating to the user to save the file if the user tries to quit the application/open a new file without saving. The user may also choose to quit without saving.

Show a status window while saving the file and display a success message on another window upon successfully saving the file. If the file couldn’t be saved, then display a simple error message explaining why it failed.

**4 Design dialog to yield closure.**  
Sequences of actions should be organized into groups with a beginning, middle, and end. The informative feedback at the completion of a group of actions gives the operators the satisfaction of accomplishment, a sense of relief, the signal to drop contingency plans and options from their minds, and an indication that the way is clear to prepare for the next group of actions.

Whenever the user logs in, there should be a message indicating it was successful.

Show a status window while saving the file and display a success message on another window upon successfully saving the file. If the file couldn’t be saved, then display a simple error message explaining why it failed. Similar messages on small windows can be displayed when trying to load a file.

**5 Offer simple error handling.**  
As much as possible, design the system so the user cannot make a serious error. If an error is made, the system should be able to detect the error and offer simple, comprehensible mechanisms for handling the error.

**6 Permit easy reversal of actions.**  
This feature relieves anxiety, since the user knows that errors can be undone; it thus encourages exploration of unfamiliar options. The units of reversibility may be a single action, a data entry, or a complete group of actions.

**7 Support internal locus of control.**  
Experienced operators strongly desire the sense that they are in charge of the system and that the system responds to their actions. Design the system to make users the initiators of actions rather than the responders.

**8 Reduce short-term memory load.**  
The limitation of human information processing in short-term memory requires that displays be kept simple, multiple page displays be consolidated, window-motion frequency be reduced, and sufficient training time be allotted for codes, mnemonics, and sequences of actions.