1. What is a User Interface? **The User Interface (UI) is what the user sees as they are using the app.**
2. Explain the difference between the User Experience and the User Interface. **The User Experience (UX) is the emotional and mental aspect of the more physical UI.**
3. What is Mock-Up? **A Mock-up is a visual representation of the webpage. It is just a visual thing with usually no code behind it.** 
   1. Define Low and High Fidelity. **High Fidelity mock-ups look almost exactly like the application will. They have details and maybe even pictures. Low Fidelity mock-ups lack the details and are stripped to the bare essentials.**
   2. Outline the benefits of using one. **A mock-up will allow a client or supervisor to give input to the appearance of the app, saving time spent coding up the appearance.**
4. What is Mobile-First Design? **Since everyone uses smart phones now, it makes sense to build with the smaller mobile device screens in mind and expand them for the computer screens rather than taking things out and shrinking them for the phones.**
5. Who should be in control of the User Interface? **Whoever is deciding how the app looks. The programmer just does the work.**
6. Define Reusable Components. **A reusable component means what the words mean: a component (or part, page, whatever) than is reusable (can be used multiple times).**

