**UI Principles:**

1. What is a User Interface?

The means by which the user and a computer system interact, in particular the use of input devices and software.

1. Explain the difference between the User Experience and the User Interface.

User experience (UX) is the interaction and experience users have with a company's products and services. User interface (UI) is the specific asset users interact with. For example, UI can deal with traditional concepts like visual design elements such as colors and typography.

1. What is a mock up?

A mockup is a visual way of representing a product. While a wireframe mostly represents a product’s structure, a mockup shows how the product is going to look like. But still, a mockup is not clickable (just like the wireframe). As opposed to a wireframe, a mockup is either a mid or high-fidelity display of design.

Low fidelity: low tech concepts. You use a pen and paper to draw up you design mock up.

High fidelity: are high functional and interactive mock ups. They aren’t the final product.

1. What is mobile-first design?

It is a design philosophy that aims to create better experiences for users by starting the design process from the smallest of screens: mobile. Designing and prototyping your websites for mobile devices first helps you ensure that your users' experience is seamless on any device.

1. Who should be in control of the User Interface?

The Users are in control of the User Interface.

1. Define Reusable Components?

Reusable components are those React components that can be used multiple times in your application. As a result, they need to be generic enough so that it's free from complex business logic.

**SCROLL DOWN TO VIEW MOCK UP**

