**Part 1**

**5 Principles of GUI design**

**Visibility of system status** – The user should be kept informed of what is takin place if they chose an option they should be informed the task has taking place either with dialog boxes or on screen prompts.

**Aesthetics** – Dialogues should not contain irrelevant information. User verbs in prompts such as “Do you want to save changes Yes or NO” instead of “Save changes Yes or No”.

**User control and freedom** – The users should have control and freedom of how they use the GUI with different options to cancel a task, click next, undo and redo etc.

**Consistency and standards** – The design of the GUI should be universal and consistent across platforms such as if a user is using a Windows machine they should have the same look and layout as someone using a MAC or Linux machine.

**Recognition rather than recall** – Make the users task easier by minimising the users memory load by making objects, actions and options visible in the GUI. And also the user should not have to recall information from one part a dialogue to another.