

**Name:** design

**<Files\\DEV- 11> - § 2 references coded [1.65% Coverage]**

**Reference 1 - 0.59% Coverage**

**Reference 2 - 1.06% Coverage**

**<Files\\DEV-10> - § 7 references coded [5.04% Coverage]**

**Reference 1 - 1.04% Coverage**

¶166: We're not a huge company and we don't have the manpower or the research time, when customer showed us what kind of feature wants from us, we follow existing designs.

**Reference 2 - 0.42% Coverage**

¶168: Designers has to be incorporated with the design language as well.

**Reference 3 - 0.61% Coverage**

¶170: In a good design, a good designer already knows to move those areas, and then design accordingly.

**Reference 4 - 0.77% Coverage**

¶194: And during coding an app interface design, if we find anything that doesn't align with the design, we try to re-examine it.

**References 5-6 - 0.54% Coverage**

¶194: Basically, we follow the app designs using a guideline, right material design process.

**Reference 7 - 1.66% Coverage**

¶132: We need to target the younger generation and they did get in the bath after the stakeholders told us about what they're planning and their reasoning for for, you know, incorporating an episode of true fm dot com, where we began the requirement design and testing.

**<Files\\DEV-2> - § 3 references coded [3.26% Coverage]**

**Reference 1 - 2.19% Coverage**

¶184: **DEV-3:**

¶185: Our team are trying to solve the issue by focusing on more attractive UI-UX design and we are also things about digital campaigns and promotional videos.

**References 2-3 - 1.07% Coverage**

¶110: **DEV-3:**

¶111: In design issue I always try to follow android material design pattern.

<Files\\DEV-4> - § 4 references coded [1.93% Coverage]

**Reference 1 - 0.32% Coverage**

¶182: I mean, vital one is for sure the testing part, other than that the app interface design.

**Reference 2 - 0.82% Coverage**

**Reference 3 - 0.21% Coverage**

¶170: It was something related to user centric design principal.

**Reference 4 - 0.57% Coverage**

¶170: Our admin interface designer was doing this and he was told to maintain that principal while putting a button or a drop down menu in a position of the screen.

<Files\\DEV-6> - § 4 references coded [3.81% Coverage]

**Reference 3 - 1.46% Coverage**

¶193: **DEV-3:**

¶194: Currently I'm working on downloading offline features on one go in an app, as one of our app found there is a design flow in our user interface of offering download.

**Reference 4 - 1.04% Coverage**

¶100: In that app design we didn't consider about Portion, there is some textboxes simple posts like it was about artist profile.

<Files\\DEV-7> - § 3 references coded [3.96% Coverage]

**Reference 2 - 1.43% Coverage**

¶152: Then, for the children, it was quite difficult to explain this app working process through trivial design and only app dashboard, as they were not much interested.

**Reference 3 - 1.42% Coverage**

¶126: Then, Our UI teams get a message that the our design is not like a bank like our UI design from the customer, because they can't actually read or see data fields.

<Files\\DEV-8> - § 2 references coded [1.54% Coverage]

**Reference 1 - 1.04% Coverage**

**Reference 2 - 0.50% Coverage**

¶121: **DEV-10:**

¶122: General design approach for Android provided by Google.

**<Files\\DEV-9> - § 2 references coded [0.76% Coverage]**

**Reference 1 - 0.40% Coverage**

¶61: This kind of graphics design is somehow okay for the younger generation, but not for the older generation.

**Reference 2 - 0.36% Coverage**

¶67: Initially, we use different colour to distinguish graphics design of different sections/options.