Principle of Universal Design includes:

1. Equitable Use: Equitable use suggests that features should be usable and accessible to different people and our code provides a tool for different users to generate resumes, cover letters and gain feedback regardless of their background or technical knowledge, facilitating the process.
2. Flexibility in Use: The flexibility in use suggests that the design is flexible enough to support different input, demand, and usages. In our code, the users can input different kinds of data in the input page and various outputs. This is because our code allows customization when building the resumes or cover letters. In addition, the pgoram’s use of design patterns also enables easy modifications so the functionality can be extended to different user groups.
3. Simple and Intuitive User: This suggests the design should be easy to understand, regardless of the user’s education or technical expertise. This was met through our easy-to-understand GUI implementation, which has instructions and clear lables, making the usage intuitive. In addition, due to having a lot of classes each with different specific responsibilities, it simplifies the internal logic.
4. Perceptible Information: This principles suggest that the design should output all necessary information, regardless of the user’s situation. In our case we have implemented various logging methods such as “getResumeContent()” so developers and other users can trace actions for troubleshooting. We also made sure the interactors provide clear error or other update messages such as “No user is currently logged in”
5. Tolerance for Error: This principle suggests that the program should be able to take care of incorrectness in program or incorrect input or actions. Our code clearly aligns with this, for example, the fetchResumeHistory method validates indices before accessing the resumes, preventing crashes or undefined behavior. In addition, we have messages that inform users about mistakes without causing program failures.
6. Low Physical Effort: This principle states that design can be used efficiently without any difficulty. This is clearly inline as Users only need to click buttons to fetch data as most searches are done automatically.
7. Size and Space for Approach and Use: This principles suggest that the design should provide appropriate size and space for approach, reach, manipulation, and use regardless of user’s situation. For example, our code is designed with sufficient size and most of our GUI components allow adaption to different screen sizes.

For our program, I our main market would be people seeking employment and need to file a huge number of resumes and cover letters. The processing of creating and revising one’s resume is tedious work and I believe that creates a demand for our program. To be more specific, I feel like students still in college, or people busy with their current job but want to switch their job might use this since it saves them a lot of time and helps them apply more efficiently.

I feel like for people who have a lot of time or already employed and satisfied would have less of a demand for the program.