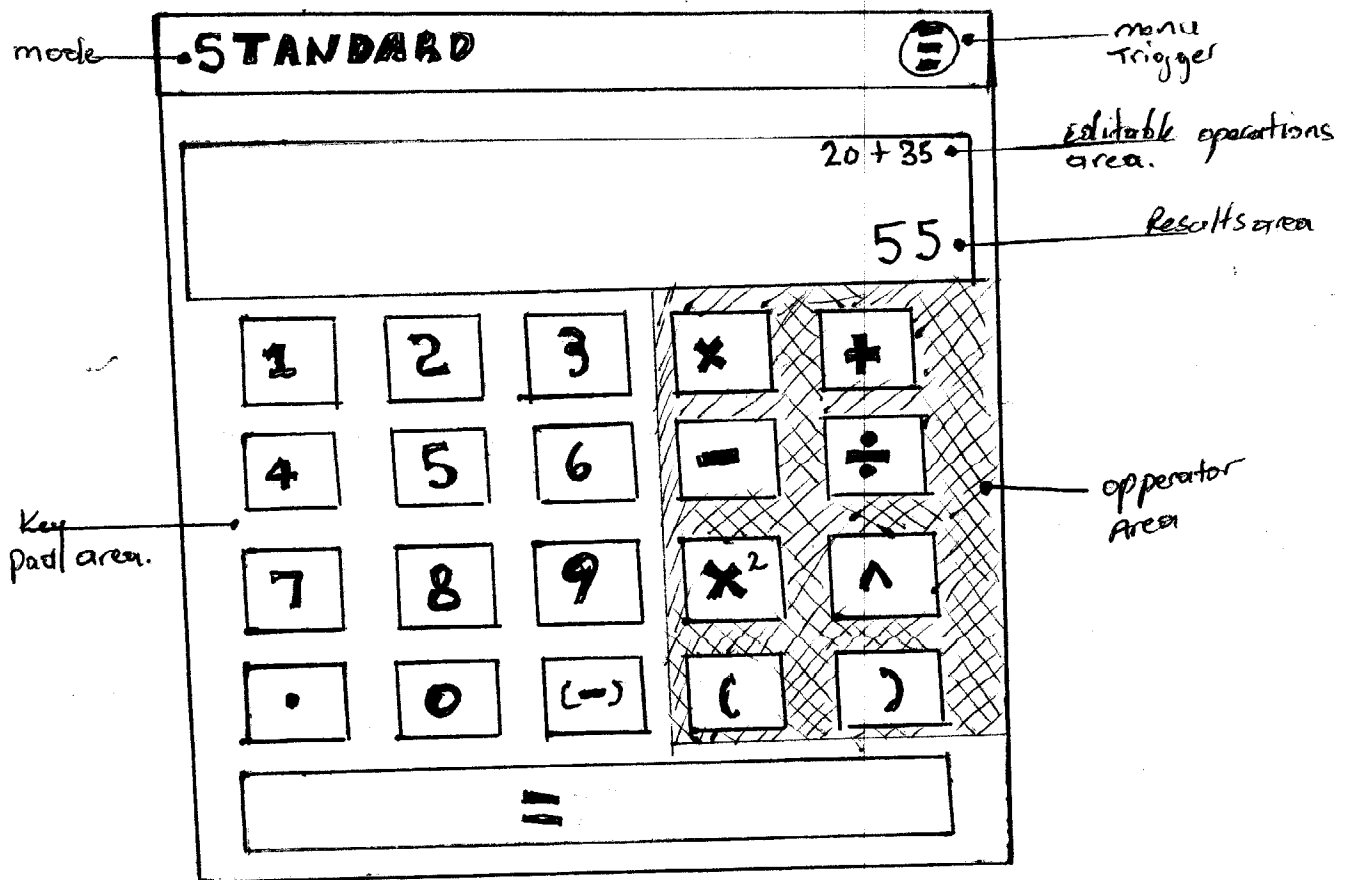


UI Principles/Best Practices Used:

1. Ease of use: The design is kept simple and intuitive, with only two buttons one to convert the units and the other to reverse the conversion from ~~km~~ kilometers to miles. This simplicity ensures the user can quickly and easily convert miles to kilometer and vice-versa.
2. Animation feedback: The design gives the measured unit an animation that show case the difference in distance. This reinforces a sense of how far apart the differences are in comparison.



UI Principles / Best practices used.

1. Simplicity - The design avoids unnecessary elements and clutter, focusing only on the essential components required for interest and calculations. This simplicity ensures users can easily find elements that are needed without distractions, this leads to a more effective user experience.
2. Clarity - users can clearly identify labels, buttons and placeholders; Guiding users to desired keys. The interface uses bold and distinct font to ensure users can easily identify and select what's need from a glance.
3. Muscle Memory - by placing operators on the right, from memory users will reach these keys without second thought; this enables users to complete calculations at a faster rate.