

The components of Usability are listed below.

1. Learnability
2. Efficiency
3. Memorability
4. Error Tolerance
5. Satisfaction

Learnability

This shows how easily a user can operate the systems. A good system is always easy to learn. Ease of use is the first important thing that a user feels in a product, so it needs to be a priority while making design decisions. Ease of learning means that a user must be able to learn how to use a system as quickly and as easily as possible. That's the learnability of the system.

Memorability

This means how well the users can remember to use the system again second time after using it for the first time. A good product is the one that do not require user to memorize it. Instead, user should be able to go through the layout and flow easily whenever he comes to use the product.