ANDROID DEVELOPMENT LAB 1

1. Design principles

Chapter 1

- **Organize and label menu categories to be user-friendly**: It is very important to always arrange categories alphabetically. As a design rule, it's makes it easier for the user to have a better experience especially when they have a long list of categories to go through. If they know the category they're looking for, they will easily get it if it was organized properly.

Chapter 5

- **Communicate form error in real time**: Provide real-time error information to alleviate this pain point and continuously clarify to the user when an area of a form is successfully completed or validated. It's usually frustrating for user especially when they've completed a form and find on submission that the form was filled incorrectly.

Chapter 6

- **Speak the same language as your user**: Unknown terms or phrases will raise the user's cognitive stress. Users may become confused if calls to action are branded with brand-specific words.

2. Examples of Apps that show proper design principle.
- Vuba vuba app
- Canvas app : makes use of proper design principles to organize and label courses in a user-friendly manner