

These Models explain how humans and computers communicate.

1) Norman's Model:-

This Model focuses on the user's mental process. It describe the gap between what a user wants to do and how the computer works. Normans Model help us understand if a user is confused by the interface.

2) Sheider Model:-

These are the fundamental rules for designing a good interface. Use similar icons and layouts everywhere. Design guidelines ensure that the website is easy to use and user-friendly.

3) KLM Model:-

This is a mathematical model to predict how long a task will take. You add up the time for every single physical action.