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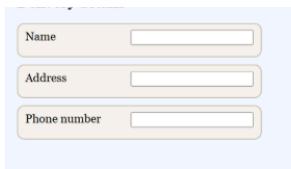
Navigation pattern = the back to top button functions as this as it helps the user go back to the top when they've reached down



Input and form patterns = directions with each section clear with what user should do (check orders, click which payment option, fill in name, address and phone details and click 'place order' button once done.)

The image consists of two side-by-side screenshots of a mobile application's checkout screen. The left screenshot shows the 'What you've ordered:' section with three items: 'Burger' (3 quantities), 'Fries' (2 quantities), and 'Coke' (2 quantities). The right screenshot shows the 'Payment method' section with options for 'Credit card' and 'Cash', and the 'Delivery details' section with fields for 'Name', 'Address', and 'Phone number'. A 'Place Order' button is located at the bottom right of the delivery details section.

Feedback and status pattern = when a user hasn't filled a required fill in box in the delivery details section, the feedback and status will be the box appear with a "This is required" as users have to put in some sort of name, address, phone number.



Layout and structure pattern = users can understand quickly and clearly with each section in the page layout

Data presentation pattern = the checkout page is quite similar to most delivery checkout pages such as Shopeefood, gofood, etc.

