

RESPONSE

Goal: The input latency from tap to paint is short.

* Respond in under <100 ms* to feel instant.



Delay	User reaction
0 - 100 ms	Instant
100 - 300 ms	Slight perceptible delay
300 - 1000 ms	Task focus, perceptible delay
1000+ ms	Mental context switch
10,000+ ms+	I'll come back later...

Network \neq UI

Making the UI less dependent on Network State

- * Use available context to prevent whiteouts