**How this project achieves the principles of universal design**

The purpose of using universal design in a program is to make it easy and understandable for the general public to use. We also use universal design when we design our projects.

**Principle 1: Equitable Use**

The purpose of this Equitable design is to make our program accessible to people with different abilities. In our program, we provide the ability to access the program in different languages, so that users with different languages can use our program without having to translate every prompt. We offer two language options at the moment: English and Simplified Chinese. Even though these are the two most prevalently-used languages worldwide, we are aware that only two languages is not enough. We will add more languages as needed in future updates of the program.

**Principle 2: Flexibility in Use**

To achieve flexibility in use, We provide different ways for users to browse the information about a given professor, course, dormitory. In our program the user can choose to view all of the professors or courses or dormitory all at once, or the user can choose to browse all of the professors or courses or dormitory information in a particular university. They can also only look at reviews for a specific professor/course/dormitory.

**Principle 3 Simple and Intuitive Use**

To achieve the simple and intuitive use principle, we first eliminated unnecessary complexity in the program. After user log in to the program we have a list of menu clearly show the function of our program for user to choose. After users choose certain method it will have following instructions for user, to instruct user to enter certain information. For example if users want to leave a review for a professor, they will choose corresponding method in menu. Then, our program will print the instruction ask users to enter the university name, if we cannot find this university in our program, the the program will ask users whether they want to create this university and provide clear instruction for them to create the university. These instructions do not contain any complicated terminologies, so this program accommodate wide range of literacy skills. Moreover, we provide two language (Chinese and English) instructions for user, which allows people with different language skills to use our program to a certain extend.

**Principle 4: Perceptible Information**

In our program, we use emoji to show upvote and downvote, this is a kind of pictorial presentation of our essential information. We also ensured that the reviewable profiles and reviews are presented in a clean and organized manner (formatted by PrintFormatter).

**Principle 5: Tolerance of Error**

When users are finding all professor in an university, users may enter the university's name in upper or lower case. Users may worry that incorrect capitalization will prevent them from finding the corresponding university, but in our program, the same name with different capitalization will correspond to the same professor in a given university. Moreover, when users want to browse a course’s review, they enter the wrong name of the course or our program do not have this course right now, it will show that the course do not exist and provide user 2 options to choose create this course or not create this course and back to menu.

**Principle 6: Low Physical Effort**

When users log in to our program, there will be a menu with number, they just need to enter a number, then they could use the corresponding method (instead of having to type in a long sentence). In addition, when user want to leave a review or browse a reviewable entity’s reviews they just need to enter the university of this entity and the entity’s name, which will bring them to the corresponding reviewable entities, minimizing the users’ physical efforts.