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Micro Interactions in User Experience

I've always enjoyed micro interactions. I think they're super important to the functionality of some apps. I think the thing that works the best about micro interactions is how, as the article said, they're really good indicators that something is going to/did happen and needs to be checked. Usually when I'm coding or designing I tend to make the micro interactions that we all know, like the scroll bar, into something a little funnier, like designing it to look different and match the site a bit more rather than just a gray bar. I think the article did a good job at showcasing the importance of micro interactions and how they can be used. I think micro interactions overall are things that usually go unnoticed by the everyday user, but they do the most in conveying certain information across since we are so used to seeing them. If I'm on a website and I don't see a scroll bar I might assume it doesn't scroll and try to find a different way of interacting with the website, for example. I think designing and making the interactions are a bit difficult and I would love it if we could have a class on how to do them because I do know that there's a limited amount of interactions you can make on figma.