### PetStore UI Evaluation Based on 10 UI Guidelines

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| # | UI Guideline | Adherence | Observation in PetStore |
| 1 | Place users in control | C – Poor | No options to go back, undo, or easily edit cart. Limited user control. |
| 2 | Make it comfortable to interact | B – Fair | Basic navigation is okay, but lacks features like tooltips or filters. |
| 3 | Reduce cognitive load | B – Fair | Simple categories, but inconsistent layout and text formatting cause confusion. |
| 4 | Make user interfaces consistent | C – Poor | Button styles, layouts, and structure differ between pages. |
| 5 | Provide informative feedback | C – Poor | No visual or message-based feedback after clicks or actions. |
| 6 | Prevent errors | C – Poor | No form validation or error messages. Inputs are open-ended. |
| 7 | Make actions reversible | C – Poor | Cannot undo cart actions. No confirmation prompts or cancel options. |
| 8 | Use familiar UI elements | A – Good | Uses standard menus, links, and buttons. Familiar to users. |
| 9 | Create a clear hierarchy | B – Fair | Layout lacks clear structure. Font sizes and spacing don’t guide the eye well. |
| 10 | Keep interfaces lightweight | A – Good | Pages load fast with minimal distractions or clutter. |

### Adherence Key:

* A – Good: Fully follows the guideline
* B – Fair: Partially follows, but some improvements needed
* C – Poor: Fails to follow the guideline properly