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| UX principle | Problem | Propositions |
| Aesthetic and minimalist design | The same page and more page  Difficult to understand | Make a little bit page and easy to understand and easy to use. |
| Hierarchy of information /actions | More information make user bored to use and don’t want to use it. | Try to take the main information and keep other information in combo box. |
| Error prevention | When user complete the information input wrong don’t alert message to tell user and don’t allow user complete it again. | When user input information wrong have alert message tell to user that must complete it again. |