- [Design *Phase*]

- [*Design the user interfaces*]: Explain
- [User experience vs User interface]: Explain
- [User centred design]: Explain
- [Usability vs usefulness]: Explain

- [Metaphors in user interface]: Explain? Types
  - [Direct manipulation]: Explain? EG
  - [Desktop]: Explain? EG
  - [Document]: Explain? EG
  - [Dialog]: Explain? EG

- [Human computer interaction]: Explain? EG

- [Principle of good user-interface designs]: List
- [Human-interface objects]: Explain? Principles
  - [Affordance]: Explain? EG? Natural mapping
  - [Visibility]: Explain? Visibility of system status
  - [Feedback]: Explain? EG
- [Consistency]: Explain? Type
  - [User-interface consistency]: Explain? EG
- [Discoverability]: Explain? EG
- [Closure]: Explain? Types
  - [Closure on dialogues]: Explain
  - [Protect user's work]: Explain
  - [Provide undo to reverse actions]: Explain
- [Readability and navigation]: Explain? EG
- [Usability and efficiency]: Explain? Characteristics
  - [Design shortcuts for experienced users]
  - [Error handling and prevention]: Explain? EG
  - [Reduce memory load]: Explain? EG
  - [Keep it simple]
- [Expert vs Novice users]: Explain? How to design

- [User interface]: Explain
- [Menu hierarchy]: Explain? EG
- [Dialogue design]: Explain? EG

- [User interface for different platforms]: Explain? Types

- [Principle of designing multiple interfaces]: Explain

- [Designing reports]: Explain? Types of reports
  - [Detailed reports]: Explain? EG
  - [Summary reports]: Explain? EG
  - [Exception reports]: Explain? EG
  - [Executive reports]: Explain? EG
  - [Complex reports]: Explain? EG
  - [Electronic reports]: Explain? EG
  - [Graphical and multimedia reports]: Explain? EG

- **[How to evaluate a user interface on usability criteria]: Explain**