### Examples of Bad UIs
(from Interface Hall of Shame)

**HTML Transit:** Specify images for navigation buttons on a web page.
More than 25% of the window’s real estate is taken by command buttons.
**Hint:** You should never have to duplicate a command button more than once on the same window.

**Office95 version of Microsoft Word:** One of the basic rules of GUI design is that controls that are disabled should appear to be disabled. Here, designers chose not to provide a disabled appearance for their toolbar buttons (fixed in Word97).

**Freeloader** (off-line internet browser): Missing OK button? No! This is a progress window when uninstalling Freeloader… Checkboxes accept user input, but user’s actions are ignored. Program sets checkboxes to display progress.
**Hint:** Checkboxes are active controls: they invite manipulation.

### Conclusion:
Such designs often result when programmer:
- lacks knowledge of proper interface design
- lacks experience with the UI environment

Such designs result in:
- larger, sluggish applications
- wasted system memory and resources
- user frustration