1. Which of the following is NOT an advantage of early prototyping in HTML:
   (a) **HTML prototyping forces you to settle on a detailed look and feel early on in the design process.**
   (b) HTML is flexible.
   (c) HTML allows incremental commitment to different UI designs issues.
   (d) HTML prototypes can be placed on the web, making remote evaluation easy.

2. Which of the following are true of the specific HTML UI prototyping technique outlined in the reading?
   (a) Focus is on screen flow, which is roughed out and iterated on before adding presentation details.
   (b) Can shed light on presentation issues such as high level layout, even when roughly implemented.
   (c) The prototype can be ‘run’ before any links are added by scrolling to the correct screen.
   (d) Both (a) and (c)
   (e) **All of the above**

3. The e-commerce Axure tutorial you completed made use of which of the following functionalities? (choose all that apply)
   (a) **dynamic panels**
   (b) conditions
   (c) **widgets**
   (d) **interactions**
   (e) variables
   (f) animation

4. In Axure, Masters are useful...
   (a) because one change will be replicated on every page that uses the master.
   (b) for features like page navigation that need to be repeated on multiple pages.
   (c) for features like login screens that need to be used only once in a prototype.
   (d) **Both (a) and (b)**
   (e) Both (b) and (c)

5. Based on your pre-reading and our discussions in lectures so far, quickly brainstorm one PRO and one CON that you could imagine in using a software tool like Axure for prototyping:

   **Example pros:** More powerful than paper prototyping, quicker than fully implementing, can have polished looking prototypes, interactive
   **Example cons:** Can be time-consuming to learn to use, can lead you to focus too much on visual design too early, limited functionalities