

DAY 5 · WEEK 1

# The Capable Surface

Where the interface stops being decoration and starts being the product

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PART ONE

# What the user can reach

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FRAMING

# A surface is a promise you have to keep

Every control you put on screen is a commitment: this will work, it will work quickly, and it will tell you the truth when it does not. Most teams ship the control and negotiate the promise later. By Friday you will have built three surfaces that keep their promise under load, offline, and in Arabic — because a UAE product that only works in English on good wifi is a demo, not a product.

T O D A Y

# Five things we build before lunch

- 01 A form that survives a dropped connection mid-submit
- 02 An empty state that tells the user what to do next
- 03 A loading state nobody notices
- 04 An error that names the cause, not the stack trace
- 05 An Arabic layout that was not an afterthought



A ministry portal that lost 40% of applicants at step three

The interface is not the last 10% of the work. It is the only part of the work your user will ever see.