WEB UI	Description
Use of color	Color is not used as the only visual means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.
Contrast	Web UI provide enough contrast between text and its background, so that it can be read by people with moderately low vision or impaired contrast perception, without the use of contrast-enhancing assistive technology.
Resize text	Ensure that visually rendered text, including controls and labels using text, can be made larger so that it can be read more easily by people with milder visual impairments, without requiring the use of assistive technology (such as a screen magnifier)
Non-text contrast	Ensure that user interface components (i.e., controls) and meaningful graphics are distinguishable by people with moderately low vision.
Content on hover or focus	Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden. Users with low vision or cognitive disabilities will have adequate time to perceive additional content appearing on hover or focus and to view the trigger content with less distraction.
Timing adjustable	The time limit for content settings can be adjusted. Ensure that users with disabilities are given adequate time to interact with web content whenever possible. People with disabilities such as blindness, low vision, dexterity impairments, and cognitive limitations may require more time to read content or to perform functions such as filling out on-line forms.
Three flashes or below threshold	Web pages do not contain anything that flashes more than three times in any one second period, or the flash is below the general flash and red flash thresholds. The intent of this success criterion is to allow users to access the full content of a site without inducing seizures due to photosensitivity.