

What Is Graphical User Interface In Computer

Graphical user interface A graphical user interface, or GUI, is a form of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation. GUIs were introduced in reaction to the perceived steep learning curve of command-line interfaces (CLIs), which require commands to be typed on a computer keyboard. In many applications, GUIs are used instead of text-based UIs, which are based on typed command labels or text navigation 04ac7b5317

== Overview == 04ac7b5317 == Early research and developments == 04ac7b5317

Tangible user interface The initial name was Graspable User Interface, which is no longer used. A tangible user interface (TUI) is a user interface in which a person interacts with digital information through the physical environment. The initial A tangible user interface (TUI) is a user interface in which a person interacts with digital information through the physical environment. The purpose of TUI development is to empower collaboration, learning, and design by giving physical forms to digital information, thus taking advantage of the human ability to grasp and manipulate physical objects and materials 04ac7b5317

Natural user interface In computing, a natural user interface (NUI) or natural interface is a user interface that is effectively invisible, and remains invisible as the user In computing, a natural user interface (NUI) or natural interface is a user interface that is effectively invisible, and remains invisible as the user continuously learns increasingly complex interactions. Examples include voice assistants, such as Alexa and Siri, touch and multitouch interactions on today's mobile phones and tablets, but also touch interfaces invisibly integrated into the textiles of furniture. The word "natural" is used because most computer interfaces use artificial control devices whose operation has to be learned 04ac7b5317

== Three types of user interfaces == 04ac7b5317 Graphical user interface builders... 04ac7b5317 == Structural elements == 04ac7b5317

10-foot user interface Additionally, the limitations of a television's remote control necessitate extra user experience considerations to minimize user effort. 0 meters). Compared to desktop computer and smartphone user interfaces, it uses text and other interface elements that are much larger in order to accommodate a typical television viewing distance of 10 feet (3. In computing, a 10-foot user interface, also known as a 10-foot UI or three-meter user interface or UI, is a graphical user interface designed for televisions In computing, a 10-foot user interface, also known as a 10-foot UI or three-meter user interface or UI, is a graphical user interface designed for televisions. In reality, this distance varies greatly between households 04ac7b5317

User interfaces are composed of one or more layers, including a human-machine interface (HMI) that typically interfaces... 04ac7b5317 Users interact with visual... 04ac7b5317 Most operating system shells are not direct interfaces to the underlying kernel, even if a shell communicates with the user via peripheral devices attached to the computer directly. Shells are actually special applications that use the kernel API in just the same way as it is used by other application programs. A shell manages the user-system interaction by prompting users for input, interpreting their input, and then handling output from the underlying operating system (much like a read-eval-print loop, REPL). Since the operating system shell is actually an application, it may easily be replaced with another similar application for most... 04ac7b5317 == GUI and interaction... == 04ac7b5317 Generally, the goal of user interface design is to produce a user interface that makes it easy, efficient, and enjoyable (user-friendly) to operate a machine in the way which produces the desired result (i.e. maximum usability). This generally means that the operator needs to provide minimal input to achieve the desired output, and also that the machine minimizes undesired outputs to the user. 04ac7b5317

Graphical widget In a graphical user interface (GUI), a graphical widget (also graphical control element or control) is an element of interaction, such as a button or a In a graphical user interface (GUI), a graphical widget (also graphical control

element or control) is an element of interaction, such as a button or a scroll bar. Controls are software components that a computer user interacts with through direct manipulation to read or edit information about an application. User interface libraries such as Windows Presentation Foundation, Qt, GTK, and Cocoa, contain a collection of controls and the logic to render these 04ac7b5317

There have been important technological achievements, and enhancements to the general interaction in small steps over prior systems. There have been a few significant breakthroughs in use, but the same organizational interface metaphors and interaction idioms are still in use. Desktop computers are often controlled by computer mice and/or keyboards while laptops often have a pointing stick or touchpad, and smartphones and tablet computers have a touchscreen. The influence of game computers and joystick operation has been omitted. 04ac7b5317 In the past, these types of human interaction design (HID) interfaces were driven by remote controllers primarily using infrared (IR) codes signals, which are increasingly replaced by other two-way radio-frequency protocol standards such as Bluetooth while maintaining the use of IR for certain wake-up situations. The voice interfaces are also now purposed to provide a near-field experience in addition to the far-field experience of the likes of smart speakers. One of the requirements of voice-input 10-foot user interface is usually a device like smart speaker, over-the-top (OTT) TV box or smart television with Internet connectivity... 04ac7b5317 Operating systems provide various services to their users, including file management, process management (running and terminating applications), batch processing, and operating system monitoring and configuration. 04ac7b5317 There are several frameworks describing the key characteristics of tangible user interfaces. Brygg Ullmer and Hiroshi Ishii describe six characteristics concerning representation... 04ac7b5317 Structuring a user interface with widget toolkits allows developers to reuse code for similar tasks, and provides users with a common language for interaction, maintaining consistency throughout the whole information system. 04ac7b5317

List of graphical user interface elements Graphical user interface elements are those elements used by graphical user interfaces (GUIs) to offer a consistent visual language to represent information Graphical user interface elements are those elements used by graphical user interfaces (GUIs) to offer a consistent visual language to represent information stored in

computers. These make it easier for people with few computer skills to work with and use computer software 04ac7b5317

An NUI relies on a user being able to quickly transition from novice to expert. While the interface requires learning, that learning is eased through design which gives the user the feeling that they are instantly and continuously successful. Thus, "natural" refers to a goal in the user experience – that the interaction comes naturally, while interacting with the technology, rather than that the interface itself is natural. This is contrasted with the idea of an intuitive interface, referring to one that can be used without previous learning. 04ac7b5317

History of the graphical user interface Several vendors have created their own windowing systems based on independent code, but with basic elements in common that define the WIMP "window, icon, menu and pointing device" paradigm. The history of the graphical user interface, understood as the use of graphic icons and a pointing device to control a computer, covers a five-decade span The history of the graphical user interface, understood as the use of graphic icons and a pointing device to control a computer, covers a five-decade span of incremental refinements, built on some constant core principles 04ac7b5317

The actions in a GUI are usually performed through direct manipulation of the graphical elements. Beyond computers, GUIs are used in many handheld mobile devices such as MP3 players, portable media players, gaming devices, smartphones and smaller household, office and industrial controls. The term GUI tends not to be applied to other lower-display resolution types of interfaces, such as video games (where heads-up displays (HUDs) are preferred), or not including flat screens like volumetric displays because the term is restricted to the scope of 2D display screens able to describe generic information, in the tradition of the computer science research at the Xerox Palo Alto Research Center. 04ac7b5317 Graphical user interfaces use visual conventions to represent the generic information shown. Some conventions are used to build the structure of the static elements on which the user can interact, and define the appearance of the interface. 04ac7b5317 Several design strategies have been proposed which have met this goal to varying degrees of success. One strategy... 04ac7b5317

User interface design In computer or software design, user interface (UI) design primarily focuses on information architecture.

It is the process of building interfaces that clearly communicate to the user what's important. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design). UI design refers to graphical user interfaces and other forms of interface design. User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances. User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. User-centered design is typically accomplished through the execution of modern design thinking, which involves assessing matters from the target audience's viewpoint, defining a problem statement, ideating potential solutions, prototyping wireframes, and testing prototypes in order to refine final interface mockups 04ac7b5317

This article explains the most common elements of visual language interfaces found in the WIMP ("window, icon, menu, pointer") paradigm, although many are also used at other graphical post-WIMP interfaces. These elements are usually embodied in an interface using a widget toolkit or desktop environment. 04ac7b5317 Graphical user interfaces (GUIs) 04ac7b5317 This was first conceived by Radia Perlman as a new programming language that would teach much younger children similar to Logo, but using special "keyboards" and input devices. Another pioneer in tangible user interfaces is Hiroshi Ishii, a professor at the MIT who heads the Tangible Media Group at the MIT Media Lab. His particular vision for tangible UIs, called Tangible Bits, is to give physical form to digital information, making bits directly manipulable and perceptible. Tangible bits pursues the seamless coupling between physical objects and virtual data. 04ac7b5317 == Characteristics == 04ac7b5317 Each widget facilitates a specific type of user-computer interaction, and appears as a visible part of the application's GUI as defined by the theme and rendered by the rendering engine. The theme makes all widgets adhere to a unified aesthetic design and creates a sense of overall cohesion. Some widgets support interaction with the user, for example labels, buttons, and check boxes. Others act as containers that group the widgets added to them, for example windows, panels, and tabs. 04ac7b5317

Shell (computing) command-line interface (CLI) programs. Operating systems provide various services to their users,

including An operating system shell is a computer program that provides relatively broad and direct access to the system on which it runs. Some graphical user interfaces (GUI) also include shells. The term shell refers to how it is a relatively thin layer around an operating system 04ac7b5317

User interface Examples of this broad concept of user interfaces include the interactive aspects of computer operating systems, hand tools, heavy machinery operator controls and process controls. In the industrial design field of human-computer interaction, a user interface (UI) is the space where interactions between humans and machines occur. The goal of this interaction is to allow effective operation and control of the machine from the human end, while the machine simultaneously feeds back information that aids the operators' decision-making process. The design considerations applicable when creating user interfaces are related to, or involve such disciplines as, ergonomics and psychology. In the industrial design field of human-computer interaction, a user interface (UI) is the space where interactions between humans and machines occur 04ac7b5317

User interfaces are the points of interaction between users and designs. 04ac7b5317 Most shells are command-line interface (CLI) programs. Some graphical user interfaces (GUI) also include shells. 04ac7b5317

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