

Definition For User Interface

User interface markup language A user interface markup language is a markup language that renders and describes graphical user interfaces and controls. Many of these markup languages A user interface markup language is a markup language that renders and describes graphical user interfaces and controls. Many of these markup languages are dialects of XML and are dependent upon a pre-existing scripting language engine, usually a JavaScript engine, for rendering of controls and extra scriptability 7daa2a7e60

Graphical user interface 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. 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 A graphical

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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

Generally, an IUI involves the computer-side having sophisticated knowledge of the domain and/or a model of the user. These allow the interface to better understand the user's needs and personalize or guide the interaction. state." (Page 42). User interface markup languages, like most markup and programming languages, rely upon sub-application runtimes to interpret and render the markup code as program code that can be processed and put out in the desired form. In XML-based user interface markup languages, the markup is usually interpreted and represented as a tree of nodes that may be manipulated at runtime by...

User interface design In computer or software design, user interface (UI) design primarily focuses on information architecture. UI design refers to graphical user interfaces and other forms of interface design. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of

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accomplishing user goals (user-centered design). It is the process of building interfaces that clearly communicate to the user what's important. 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

Graphical user interfaces (GUIs) IDLs are commonly used in remote procedure call software. In these cases the machines at either end of the link may be using different operating systems and computer languages. IDLs offer a bridge between the two different systems. Modeling user interfaces is a well-established discipline in its own right. For example, modeling techniques

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can describe interaction objects, tasks, and lower-level dialogs in user interfaces. Using models as part of user interface development can help capture user requirements, avoid premature commitment to specific layouts and widgets, and make the relationships between an interface's different parts and their roles explicit... (1) the interface will execute one among several

Interface description language IDLs are usually used to describe data types and interfaces in a language-independent way, for example, between those written in C++ and those written in Java. An interface description language or interface definition language (IDL) is a generic term for a language that lets a program or object written in one language communicate with another program written in an unknown language

Larry Tesler defines mode as "a state of the user interface that lasts for a period of time, is not associated with any particular object, and has no role other than to

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place an interpretation on operator input." In his book *The Humane Interface*, Jef Raskin defines modality as: 7daa2a7e60 User experience design is a conceptual design discipline rooted in human factors and ergonomics. This field since the late 1940s has focused on the interaction between human... 7daa2a7e60 Users interact with visual... 7daa2a7e60 == Three types of user interfaces == 7daa2a7e60 User interfaces are the points of interaction between users and designs. 7daa2a7e60 different responses to the gesture, depending on the system's current 7daa2a7e60 == History == 7daa2a7e60

Mode (user interface) Larry Tesler defines In user interface design, a mode is a state of a system in which user input is interpreted according to a particular set of rules. In user interface design, a mode is a state of a system in which user input is interpreted according to a particular set of rules 7daa2a7e60

AIDL: Java-based, for Android; supports local... 7daa2a7e60 == History == 7daa2a7e60 The term user interface modeling is mostly used in an information technology context. A user interface model is a representation of how the end user(s) interact with a computer program or another device and also how the

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system responds. The modeling task is then to show all the "directly experienced aspects of a thing or device".

7daa2a7e60 == Structural elements ==

7daa2a7e60 == GUI and interaction... == 7daa2a7e60 == Examples ==

7daa2a7e60 Software systems based on IDLs include Sun Microsystems' Sun RPC, The Open Group's Distributed Computing Environment, the IBM System Object Model, the Object Management Group's Common Object Request Broker Architecture (CORBA) (which implements OMG IDL, an IDL based on DCE/RPC) and Data Distribution Service, Mozilla's XPCOM, Microsoft RPC (which evolved into Component Object Model (COM) and Distributed Component Object Model (DCOM)), Facebook's Apache Thrift and Web Services Description Language (WSDL) for Web services.

7daa2a7e60 The concept of the user interface markup languages is primarily based upon the desire to prevent the "re-invention of the wheel" in the design, development and function of a user interface; such re-invention comes in the form of coding a script for the entire user interface. The typical user interface markup language solidifies often re-used program or script code in the form of markup, making it easier to focus upon design of a user interface in an understandable dialect as opposed to focus on function.

7daa2a7e60 "An human-machine interface is modal with respect to a given

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gesture 7daa2a7e60

User interface modeling The development of UIs requires therefore, not only guidelines and best practice reports, but also a development process including the elaboration of visual models and a standardized notation for this visualization. Today's user interfaces (UIs) are complex software components, which play an essential role in the usability of an application. Today's user interfaces (UIs) are complex software components User interface modeling is a development technique used by computer application programmers. User interface modeling is a development technique used by computer application programmers 7daa2a7e60

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. 7daa2a7e60

Interface (computing) Some computer hardware devices, such as a touchscreen,

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can both send and receive data through the interface, while others such as a mouse or microphone may only provide an interface to send data to a given system. system, thereby allowing users and manufacturers great flexibility in the implementation of computing systems. The exchange can be between software, computer hardware, peripheral devices, humans, and combinations of these. Hardware interfaces can be parallel with several In computing, an interface is a shared boundary across which two or more separate components of a computer system exchange information 7daa2a7e60

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 7daa2a7e60

Probably the earliest examples of what could be considered true IUIs appeared in

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the Intelligent Computer Assisted Instruction (ICAI, aka. intelligent tutoring systems) community, which arose in the 1960s and 1970s and become popular (among academics) in the 1980s. Also, in the early 1980s, as expert systems took hold in the AI community, expert systems were applied to UIs (e.g., the aptly-named "WIZARD" system). In the 1990s the application of plan inference to interaction formed the basis for research in what then was named natural interfaces (the term has later come to evolve to mean... 7daa2a7e60 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. 7daa2a7e60

User experience design Unlike user interface design, which focuses solely on the

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design of a computer interface, UX design User experience design (UX design, UXD, UED, or XD), upon which is the centralized requirements for "User Experience Design Research" (also known as UX Design Research), defines the experience a user would go through when interacting with a company, its services, and its products. opinions, for which is known as UX Design Research. User experience design is a user centered design approach because it considers the user's experience when using a product or platform. UX design is also an element of the customer experience (CX), and encompasses all design aspects and design stages that are around a customer's experience. Research, data analysis, and test results drive design decisions in UX design rather than aesthetic preferences and opinions, for which is known as UX Design Research. Unlike user interface design, which focuses solely on the design of a computer interface, UX design encompasses all aspects of a user's perceived experience with a product or website, such as its usability, usefulness, desirability, brand perception, and overall performance 7daa2a7e60

Intelligent user interface An intelligent user interface (intelligent UI, IUI, or sometimes interface agent) is a user interface (UI) that involves some aspect of

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artificial intelligence An intelligent user interface (intelligent UI, IUI, or sometimes interface agent) is a user interface (UI) that involves some aspect of artificial intelligence (AI or computational intelligence). There are many modern examples of IUIs, the most famous (or infamous) being the Microsoft Office Assistant, whose most recognizable agentive representation was called "Clippy" 7daa2a7e60

== Hardware interfaces == 7daa2a7e60 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. 7daa2a7e60 when (1) the current state of the interface is not the user's locus of 7daa2a7e60

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