

User Interface Design

Prepared by
Afifa Hoque

User interface Design

- User Interface (UI) Design focuses **on anticipating what users might need to do** and ensuring that the interface has elements that are easy to access, understand, and use to facilitate those actions.

Command Line Interface

- A command-line interface (CLI) **processes commands to a computer program in the form of lines of text.** The program which handles the interface is called a command-line interpreter or command-line processor.

Element of Command Line Interface

- **The cursor**
- **The input (text you have typed in)**
- **The output of your commands and programs**

Graphical User Interface

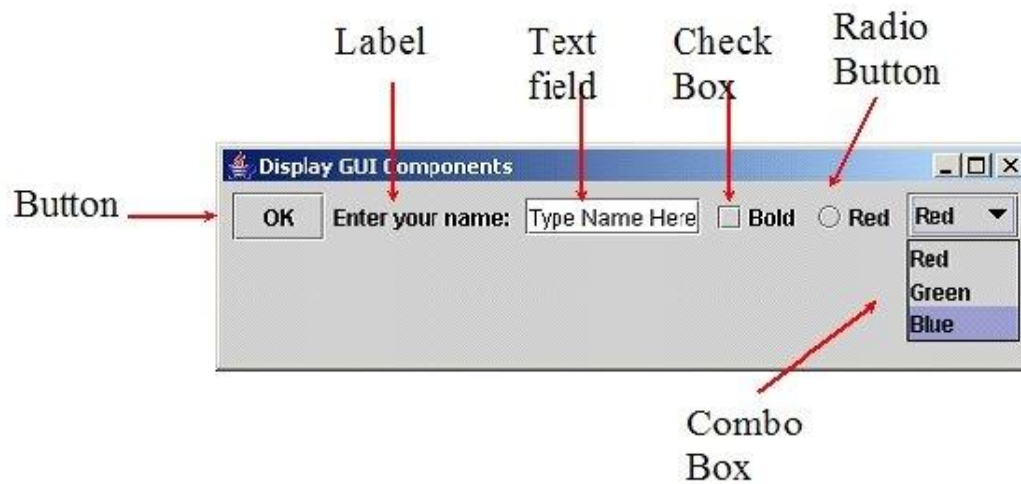
- The graphical user interface is a form of user interface that allows users to interact with electronic devices through graphical icons and audio indicator such as primary notation, instead of text-based user interfaces, typed command labels or text navigation.

Elements of GUI

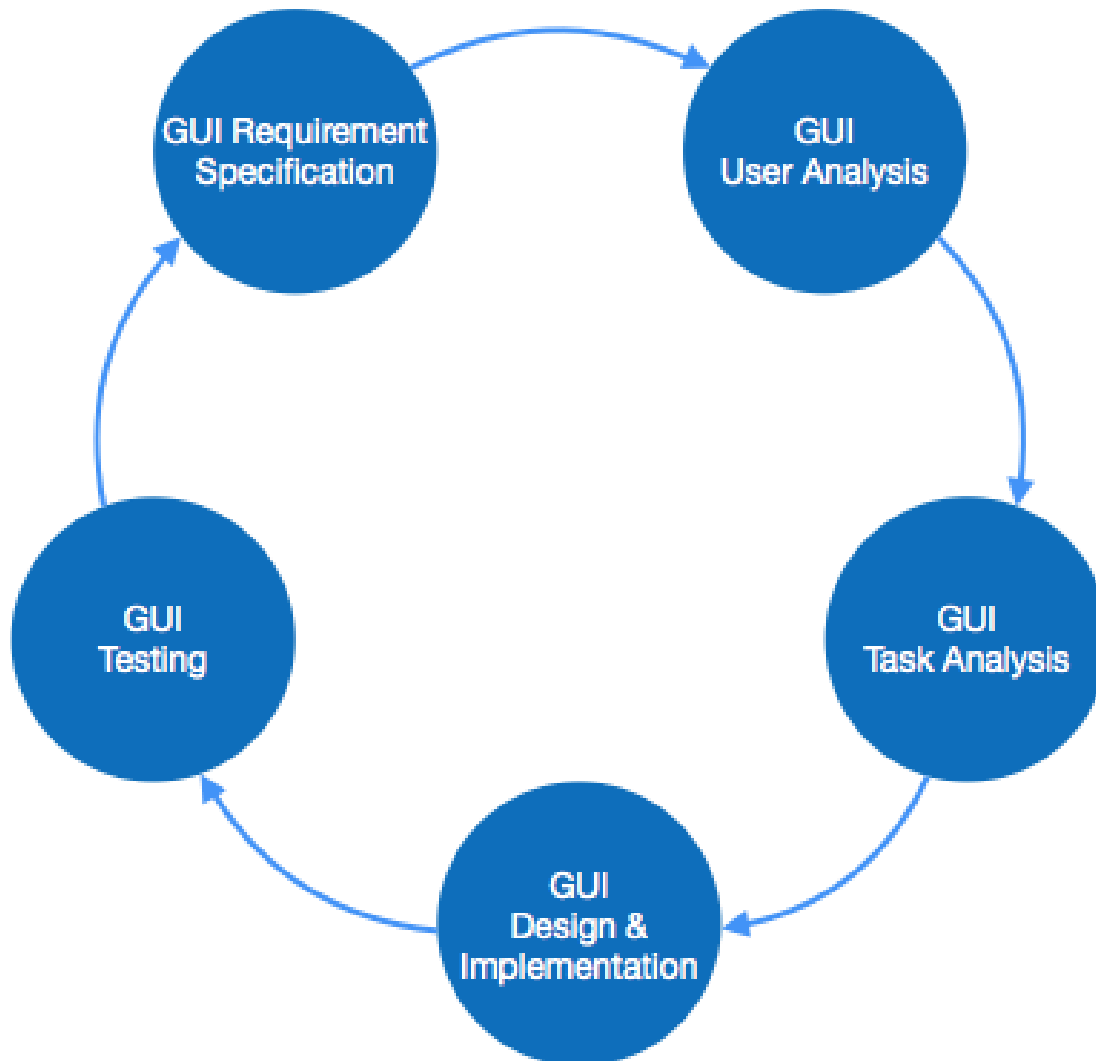
- **The basic GUI elements are:**
 - Check boxes.
 - Buttons.
 - Label buttons.
 - Radio buttons.
 - Sliders.
 - Droplists.
 - Text boxes.

(CONT.)

GUI components



User interface design activities



User interface golden rules

Ben Shneiderman's

Eight Golden Rules of Interface Design

- 1. Strive for consistency**
- 2. Enable frequent users to use shortcuts**
- 3. Offer informative feedback**
- 4. Design dialog to yield closure**
- 5. Offer simple error handling**
- 6. Permit easy reversal of actions**
- 7. Support internal locus of control**
- 8. Reduce short-term memory load**