**Activity 1 – User Interface**

Task A

Use the images below, identify which type of interface each one is.

Command Line Interface

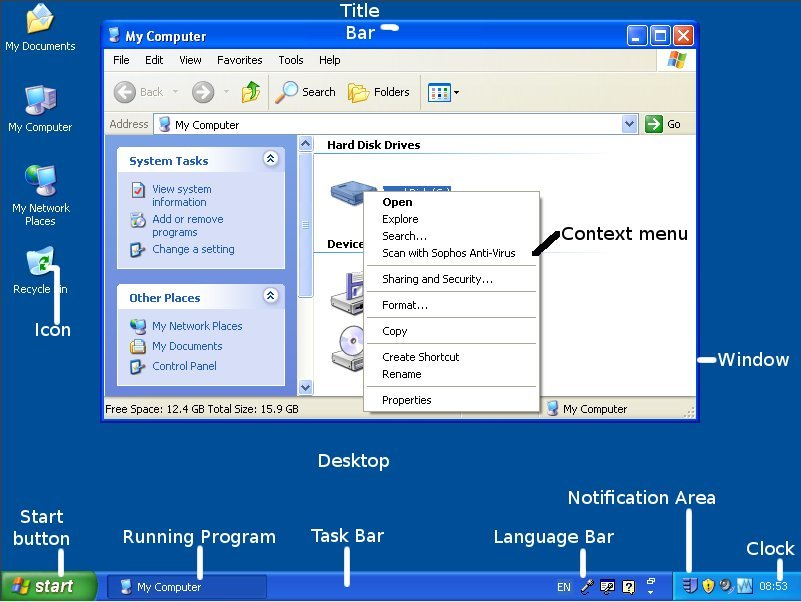
Natural language interface

|  |  |  |
| --- | --- | --- |
|  | Menu-driven interface |  |
|  |

Graphical user interface

Task B

Below is a screenshot of a Windows interface.



Windows uses a graphical user interface known as a WIMP.

Identify what the acroynmn stands for.

**Windows**

**Icons**

**Menu**

**Pointer**

Task C

Use the table below to identify one pro and one con of using each user interface.

|  |  |  |
| --- | --- | --- |
| **User interface** | **Pro** | **Con** |
| Command line interface | If the user is very experienced and high skilled then they are more than likely to be familiar with the commands and as a result, will find it easier to find their way around menus.  Command driven programs do not need to run in Windows. As a result, less processing power and memory is needed. | Sensitive to inputs as in commands must be typed in correctly to work.  Inexperienced users would find this difficult to use as they may be unfamiliar with the commands. |
| WIMP interface | Lots of support through online tutorials that guide you on how to use the interface.  It is easy to explore and find your way around the system. | They require more memory and processing power to run these types of interfaces.  Experienced programmers might find this slow to use. |
| Natural language interface | Suitable for people with additional needs such as physical disabilities.  No training required on how to use the interface, you just speak into the microphone. | Accuracy is questionable as the software doesn’t always recognise what request is being made by the user. For example, a word might be misheard or misinterpreted leading to the wrong message coming across. |
| Menu driven interface | No special commands to learn, very intuitive and easy to use.  The use of menus allow users to follow step-by-step. | Some users may get overwhelmed by the number of menus. For example some of the menus on an iPhone have a series of sub-menus to navigate before you to get to the intended location.  The menu can take up a large part of the screen which makes it difficult to use other applications. |
| Graphical user interface | Very easy for a beginner to use.  The level of abstraction makes it easy for users to understand (e.g. a cog icon is instantly recognised as settings) | More memory intensive and uses more processing power.  They can also take up a lot of space on the hard drive. |
| Touch sensitive interface | Good ICT skills are not a necessity as you only need to use your finger to tap or swipe.  Growing as a preferred choice of user interface for customers (e.g. self-checkout machines, cashpoints etc..) | If the screen picks up dirt or becomes damaged then it might not work/or become very difficult to use.  If there is glare then it can become difficult to see the screen. |

Task D

Describe what is meant by user interface

Before you write your description, look at the answer builder tool underneath the help you.

|  |  |
| --- | --- |
| Description:  A user interface is a platform to allow the user to communicate with the computer. An example of a user interface would be a graphical user interface.  The advantage the using a graphical user interface is that it’s quite easy to pick up, it’s intuitive. However, a disadvantage would be it uses a lot of processing power. | Example: |
| Answer builder:   |  |  |  | | --- | --- | --- | | ⚫ | ⚫⚫ | ⚫⚫⚫ | | What is a user **interface**? | Provide an example of a user interface | Identify one pro and one con to using the user interface you picked as an example. | | |