

Introduction of Interface

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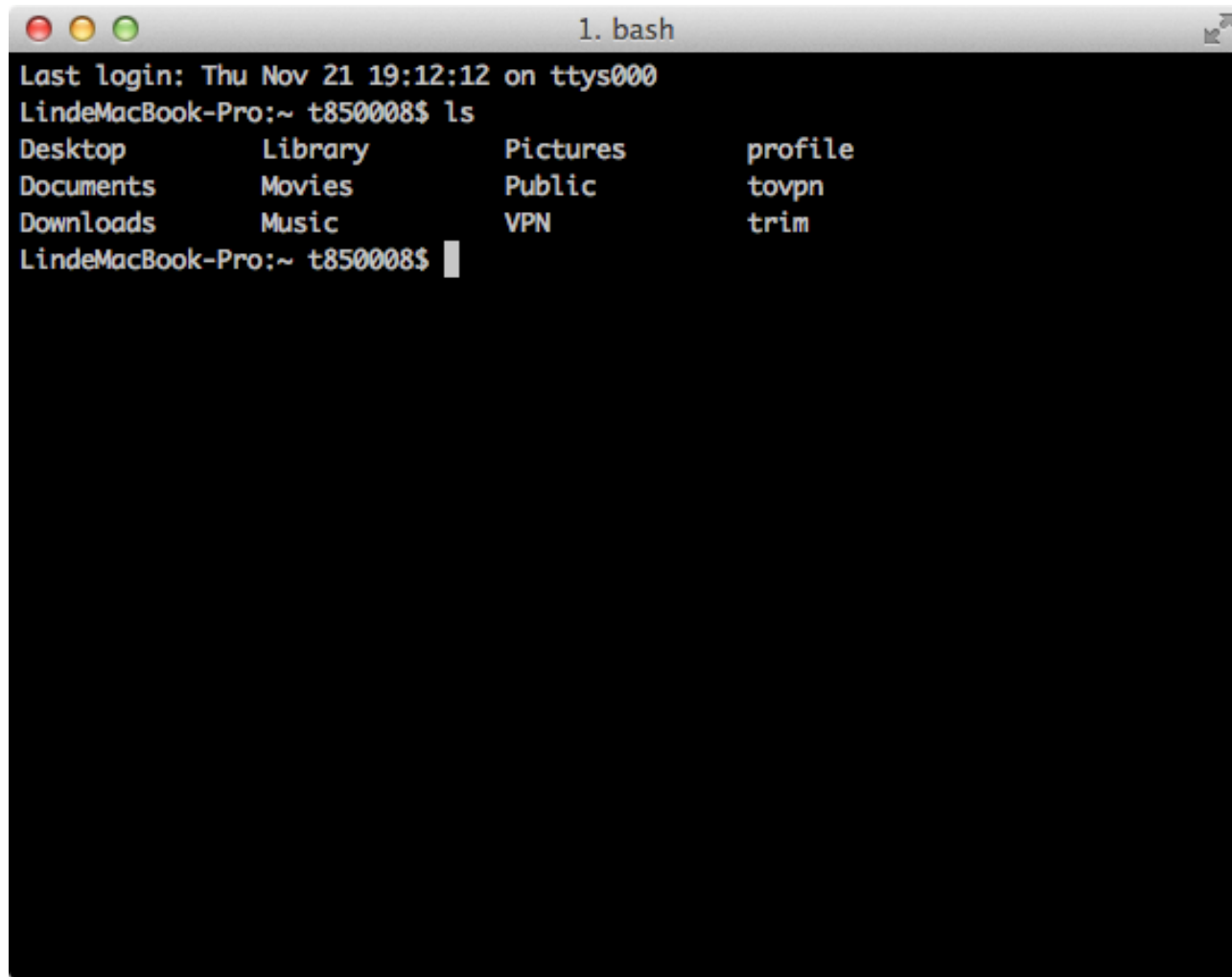
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Interface



Interface



A screenshot of a macOS terminal window titled "1. bash". The window has a standard macOS title bar with red, yellow, and green window control buttons. The terminal output shows a login message: "Last login: Thu Nov 21 19:12:12 on ttys000". The prompt is "LindeMacBook-Pro:~ t850008\$". The user has entered the command "ls", and the output is a list of directories and files: Desktop, Library, Pictures, profile, Documents, Movies, Public, tovpn, Downloads, Music, VPN, and trim. The prompt is now "LindeMacBook-Pro:~ t850008\$ " with a cursor.

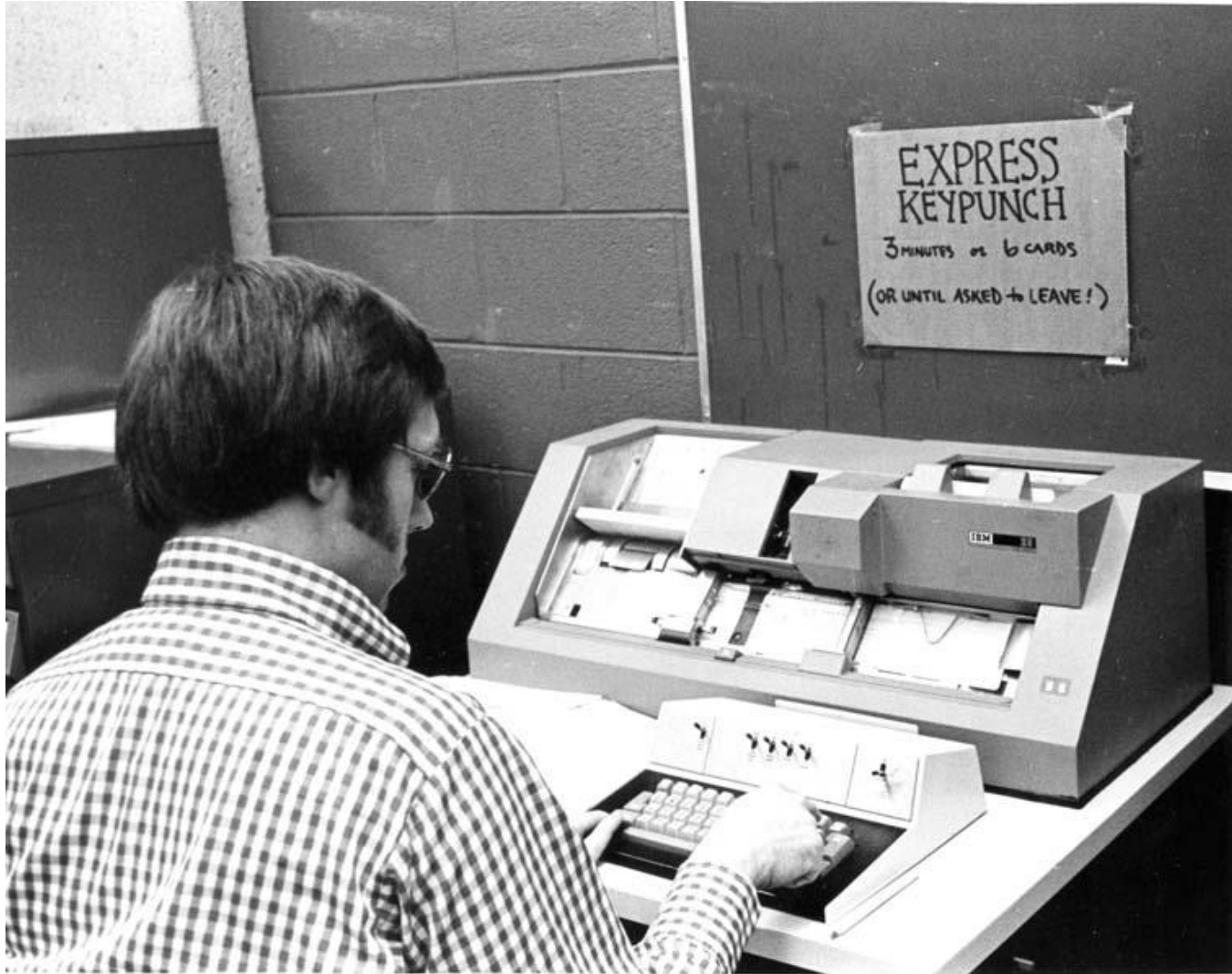
```
1. bash
Last login: Thu Nov 21 19:12:12 on ttys000
LindeMacBook-Pro:~ t850008$ ls
Desktop      Library      Pictures     profile
Documents    Movies       Public       tovpn
Downloads    Music        VPN          trim
LindeMacBook-Pro:~ t850008$
```

A bit of History

The history of interface from past to present could approximately be divided into four parts.

- Before 1960
- Between 1960 and 1984
- Starting from 1984
- Around 2000

Punched card computer



Command-line Interface

```
Welcome to FreeDOS

CuteMouse v1.9.1 alpha 1 [FreeDOS]
Installed at PS/2 port
C:\>ver

FreeCom version 0.82 pl 3 XMS_Swap [Dec 10 2003 06:49:21]

C:\>dir
Volume in drive C is FREEDOS_C95
Volume Serial Number is 0E4F-19EB
Directory of C:\

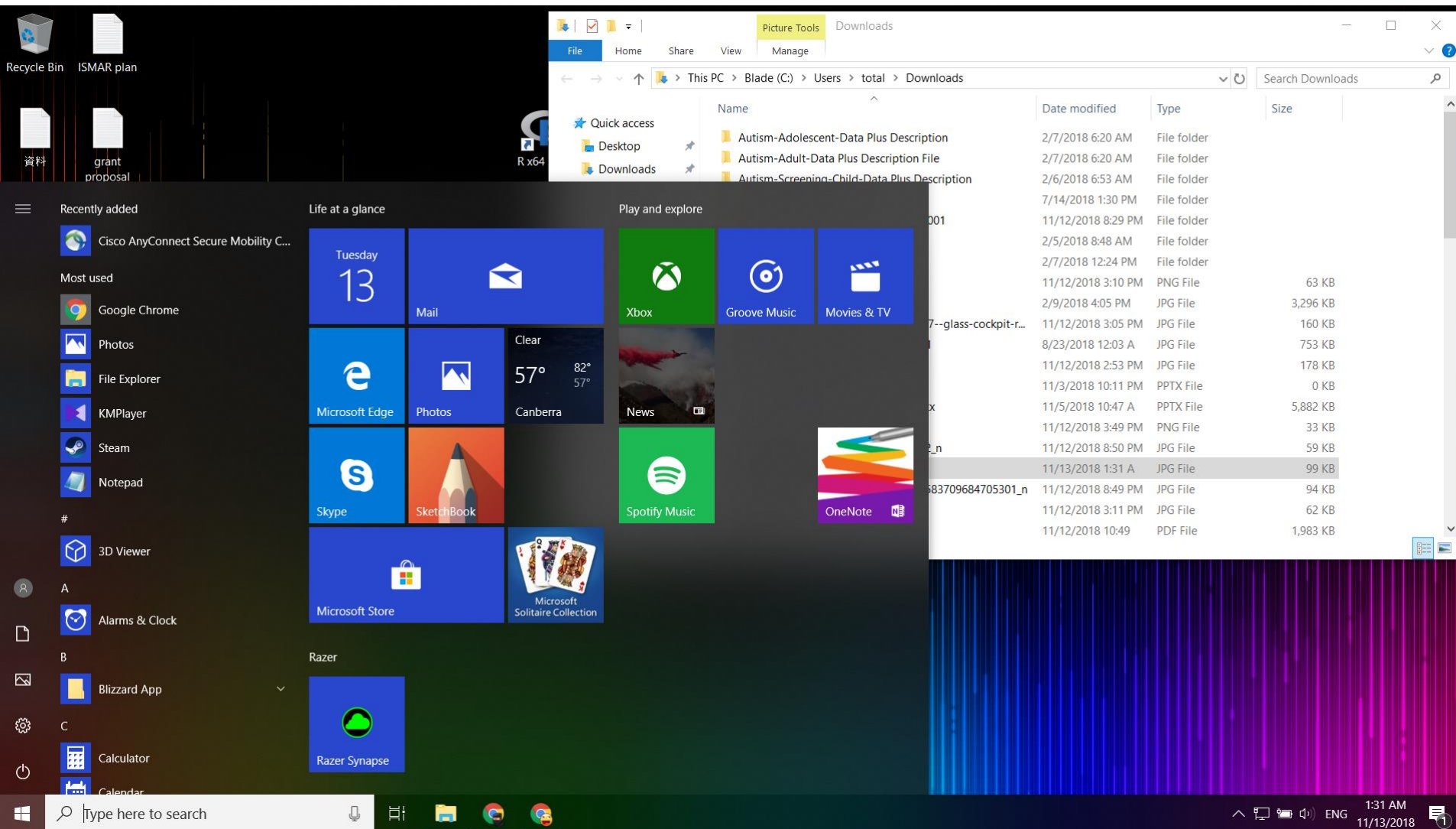
FDOS                <DIR>    08-26-04   6:23p
AUTOEXEC.BAT        435    08-26-04   6:24p
BOOTSECT.BIN        512    08-26-04   6:23p
COMMAND.COM        93,963  08-26-04   6:24p
CONFIG.SYS          801    08-26-04   6:24p
FDOSBOOT.BIN        512    08-26-04   6:24p
KERNEL.SYS         45,815  04-17-04   9:19p
        6 file(s)          142,038 bytes
        1 dir(s)    1,064,517,632 bytes free

C:\>_
```

Command-line Interface

A command-line interface or command language interpreter (CLI), also known as command-line user interface, console user interface and character user interface (CUI), is a means of interacting with a computer program where the user (or client) issues commands to the program in the form of successive lines of text (command lines).

WIMP Interface model



WIMP Interface model

WIMP stands for:

W – Windows

I – Icons

M – Menus

P – Pointing device

Post-WIMP Interface



Post-WIMP Interface

Aims to design an interface with:

No menus.

No forms.

No toolbars.

And uses gesture and speech recognition as input.

Ideal Interface

What do you want?

What have been done?

The solution of current interface lies
between these two questions.

You will not be distracted by the interface!



Pros of WIMP



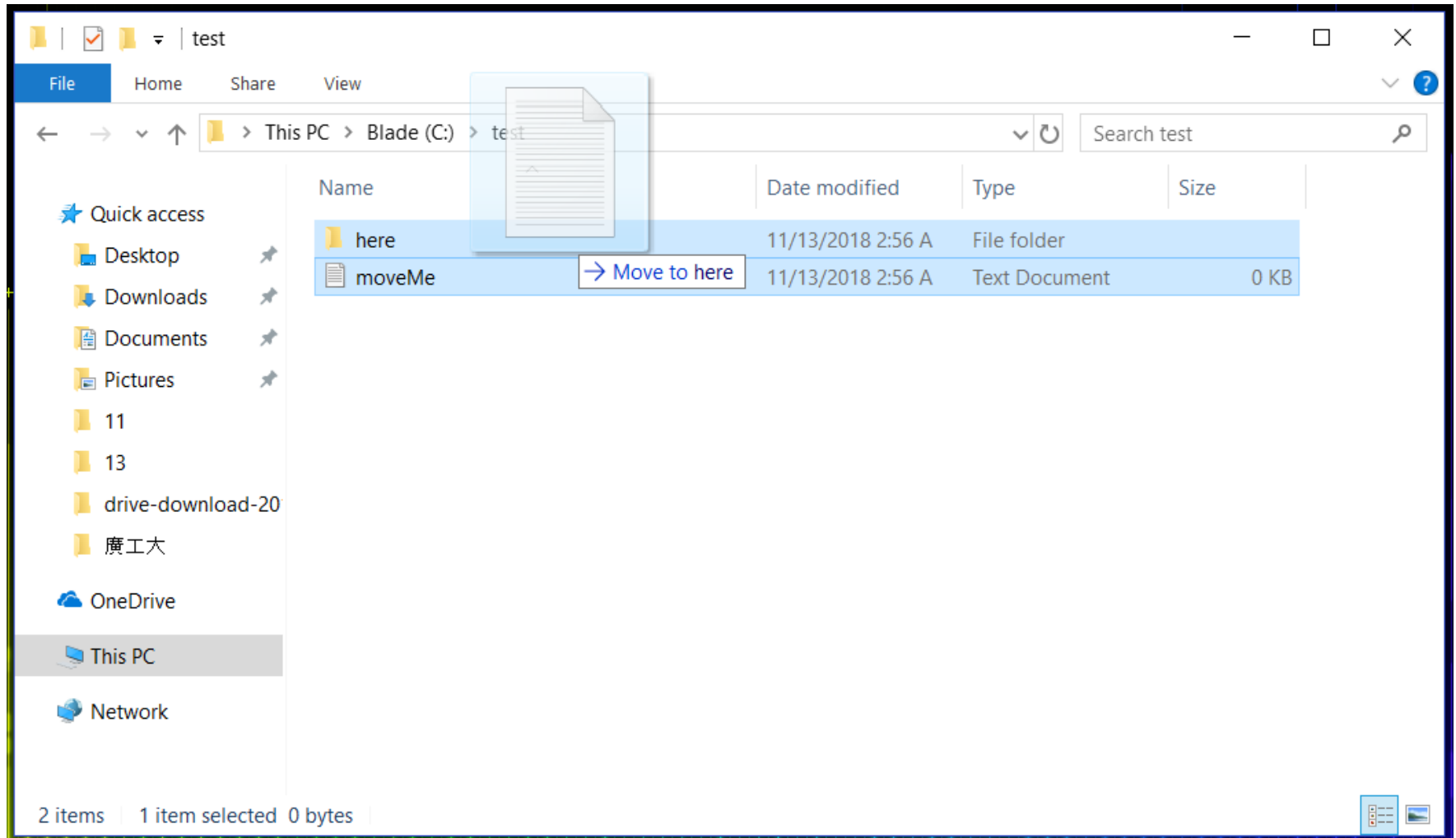
Pros of WIMP

The most important factor of interface is: how user friendly the interface is?

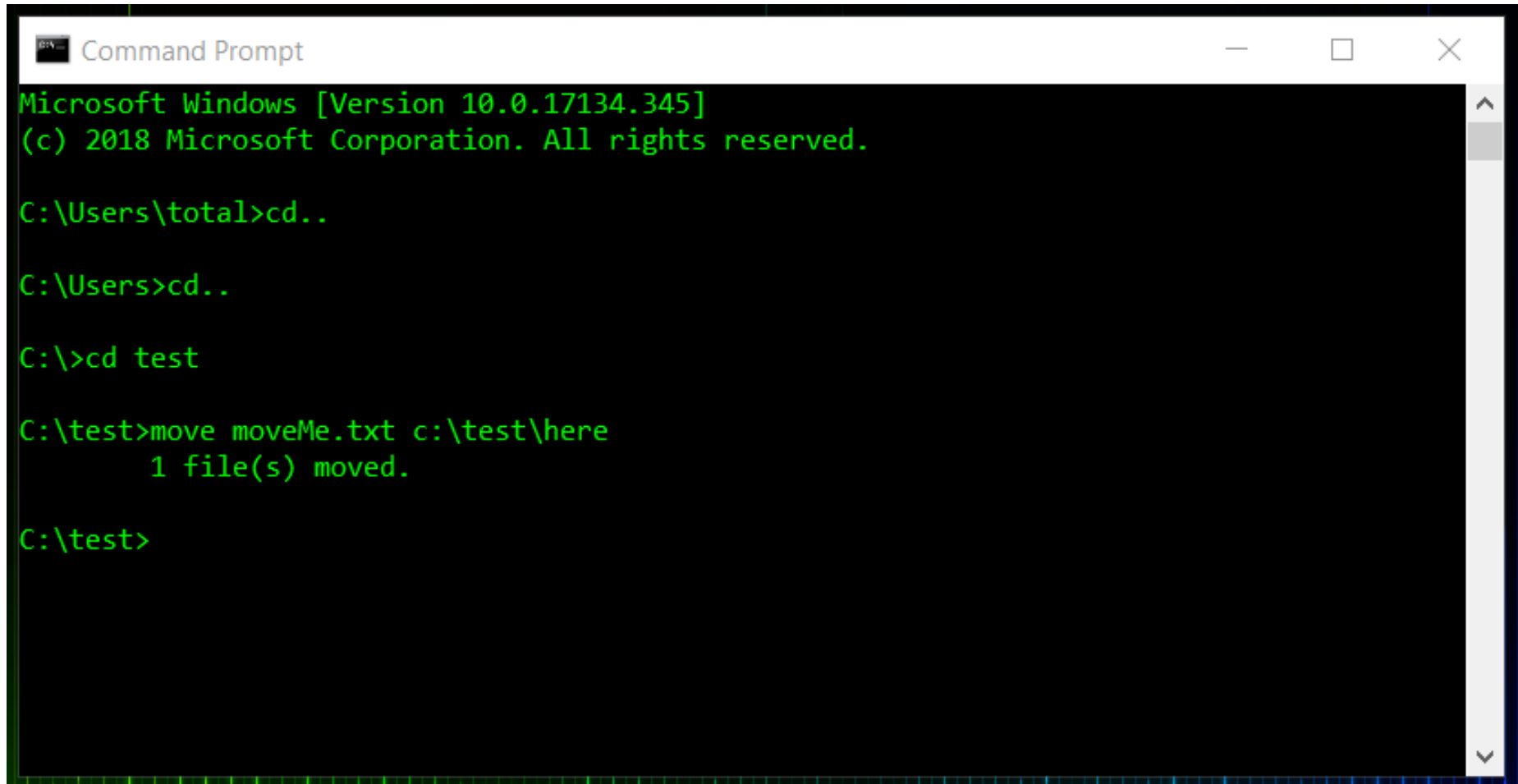
Novice: ease of use is dictated primarily by how easy to learn and remember the interface is.

Power users: the concern is less with the learning curve than with the effort required to be highly productive.

Pros of WIMP



Pros of WIMP



```
Command Prompt
Microsoft Windows [Version 10.0.17134.345]
(c) 2018 Microsoft Corporation. All rights reserved.

C:\Users\total>cd..

C:\Users>cd..

C:\>cd test

C:\test>move moveMe.txt c:\test\here
        1 file(s) moved.

C:\test>
```


Pros of WIMP

Although WIMP is still not the ideal interface, it have some major contributions.

They have enabled users to be comfortable with computers who in general couldn't use them with earlier interfaces: young children who cannot yet read or write and non-professional users.

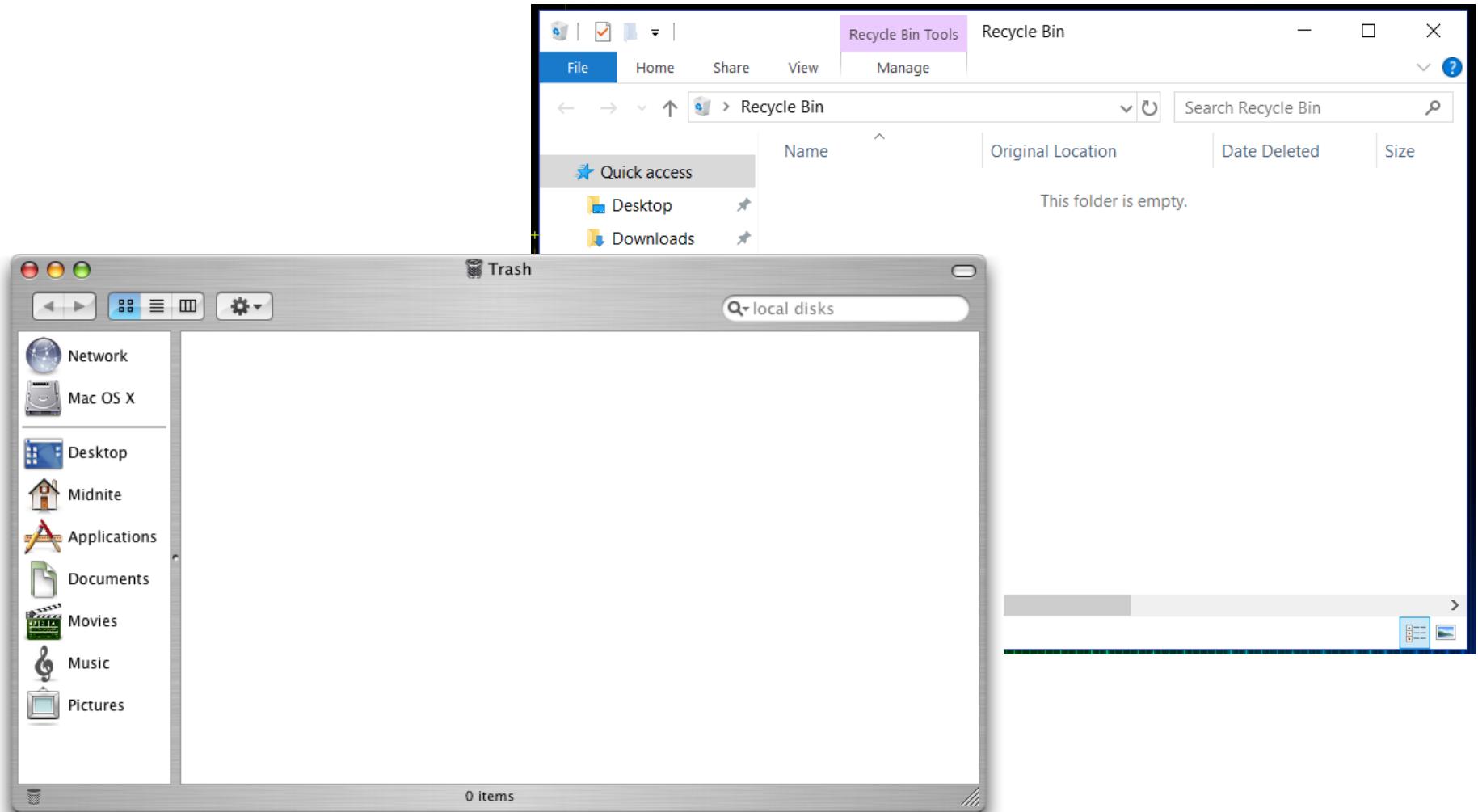
“Point and click,” the hallmark of WIMP GUIs, has become part of modern culture.

User interface design has become a specialty and user interface designers are highly sought after.

Pros of WIMP

What WIMP GUIs have made possible is a de facto standard for the application interface that, compared to command line interfaces, gives us (relative) ease of learning, ease of use, and ease of transfer of knowledge gained from using one application to another because of consistencies in look and feel. “No one reads manuals anymore” because by and large they don’t have to.


Pros of WIMP





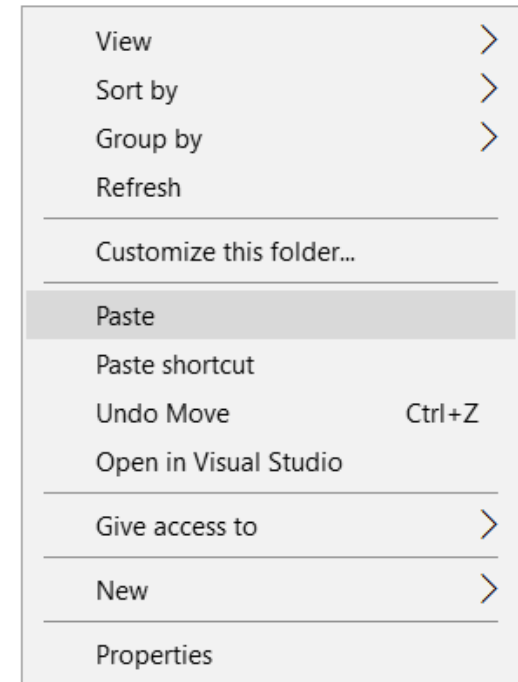
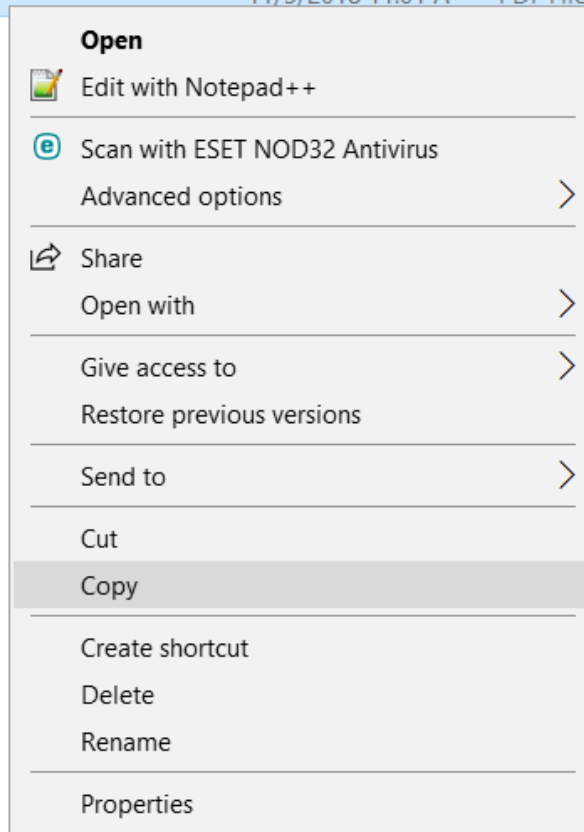
Cons of WIMP



Cons of WIMP

 p201-jacob	11/5/2018 11:01 A	PDF File
 p446-beaudouin-lafon	11/5/2018 11:02 A	PDF File

 p201-jacob	11/5/2018 11:01 A	PDF File
 p446-beaudouin-lafon		



Cons of WIMP



Shortcut Keys	Description
Alt+F	File menu options in current program.
Alt+E	Edit options in current program
Alt+Tab	Switch between open programs
F1	Universal Help in almost every Windows program.
F2	Rename a selected file
F5	Refresh the current program window
Ctrl+N	Create a new or blank document in some software programs.
Ctrl+O	Open a file in current software program
Ctrl+A	Select all text.
Ctrl+B	Change selected text to be Bold
Ctrl+I	Change selected text to be in Italics

Cons of WIMP



Cons of WIMP

“Mousing” and keyboarding are not suited to all users, either because they don’t find it natural or because they develop repetitive stress injuries, not to mention the special needs of users with disabilities.

Cons of WIMP

WIMP interfaces do not take advantage of speech, hearing, and touch.

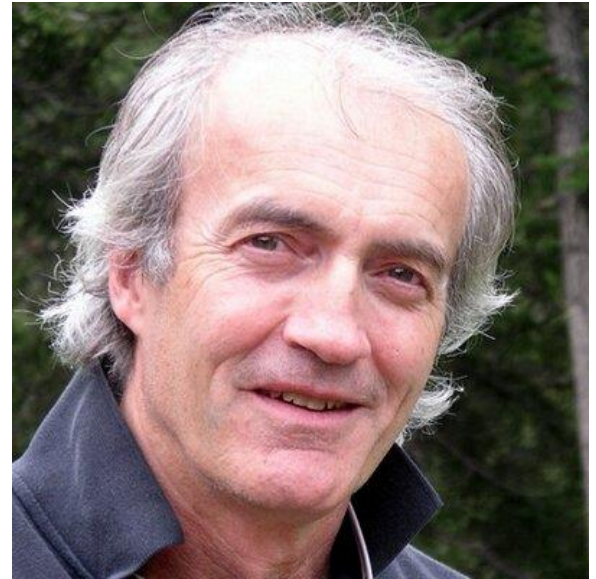


Bill Buxton

Canadian computer scientist and designer.

Principal researcher at Microsoft Research.

Known for being one of the pioneers in human-computer interaction field.



He pointed out that WIMP GUIs based on the keyboard and the mouse are the perfect interface only for creatures with a single eye, one or more single-jointed fingers, and no other sensory organs.

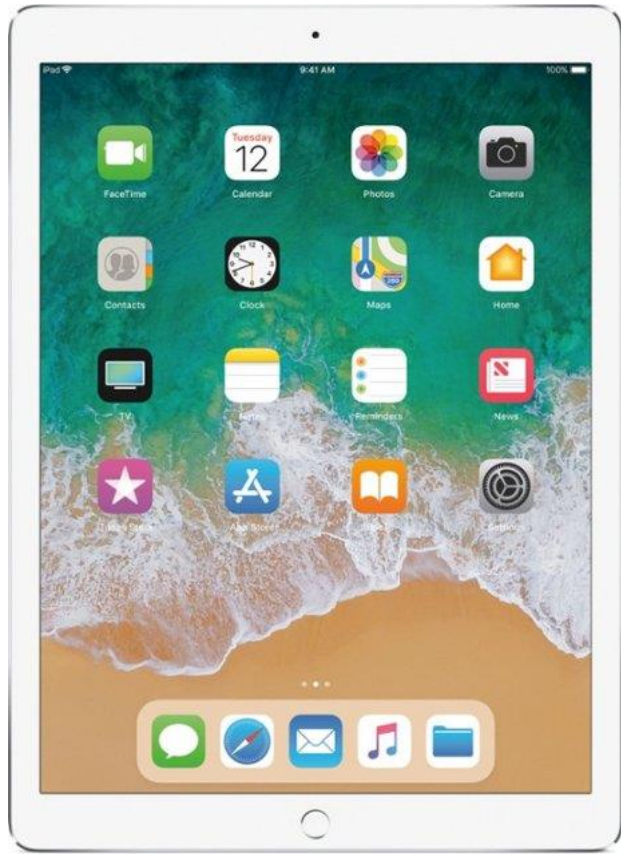
Cons of WIMP



Cons of WIMP



Post-WIMP Interface



Post-WIMP Interface

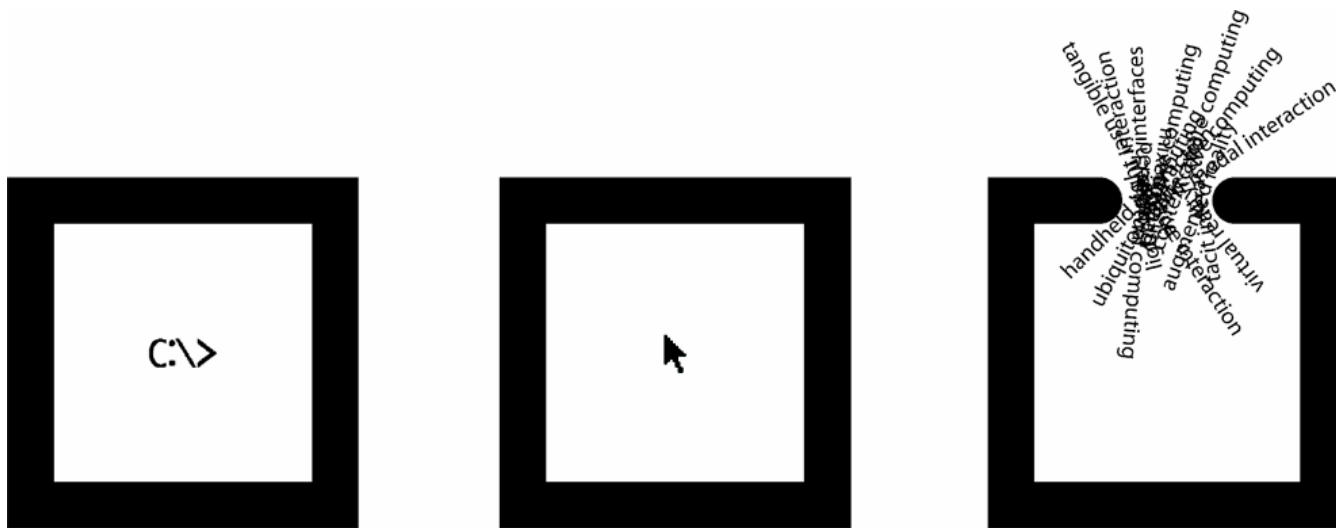


Post-WIMP Interface



Post-WIMP Interface

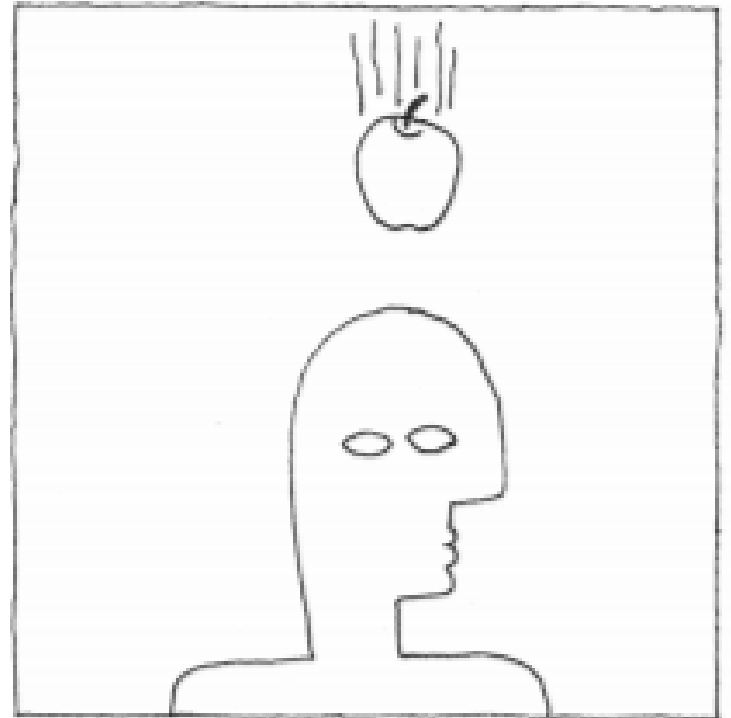
Reality-Based Interaction: A Framework for Post-WIMP Interfaces



Generations of interaction

Reality-Based Interaction

- Naïve Physics: people have common sense knowledge about the physical world.



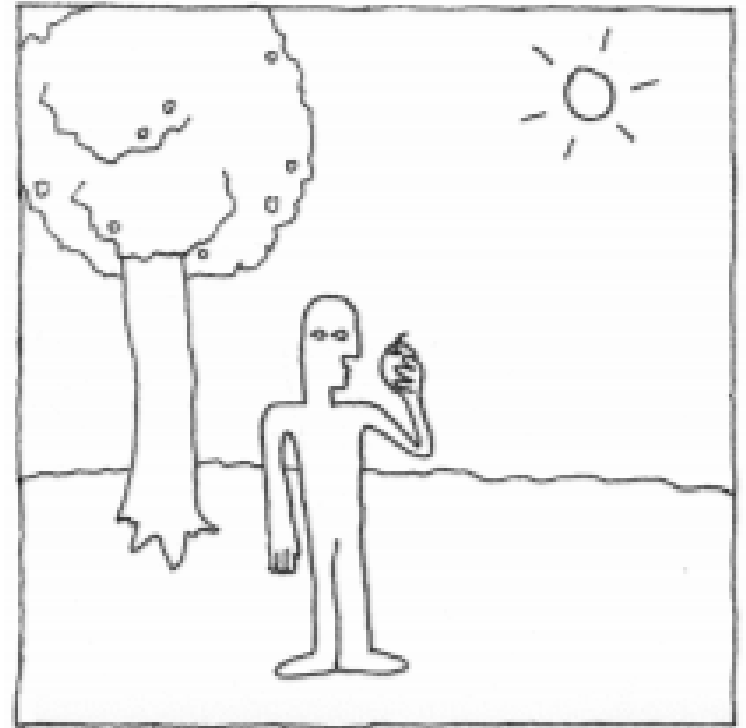
Reality-Based Interaction

- Body Awareness & Skills: people have an awareness of their own physical bodies and possess skills for controlling and coordinating their bodies.



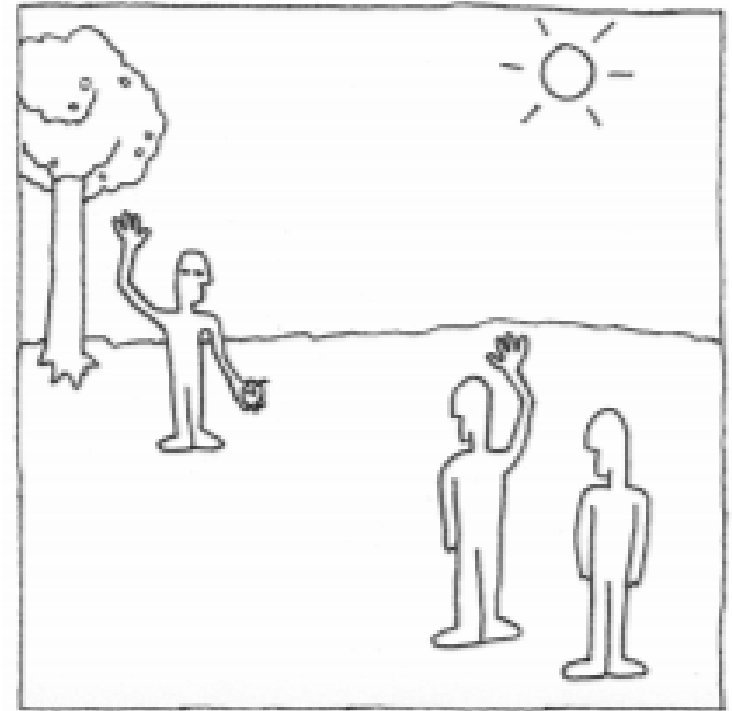
Reality-Based Interaction

- Environment Awareness & Skills: people have a sense of their surroundings and possess skills for negotiating, manipulating, and navigating within their environment.



Reality-Based Interaction

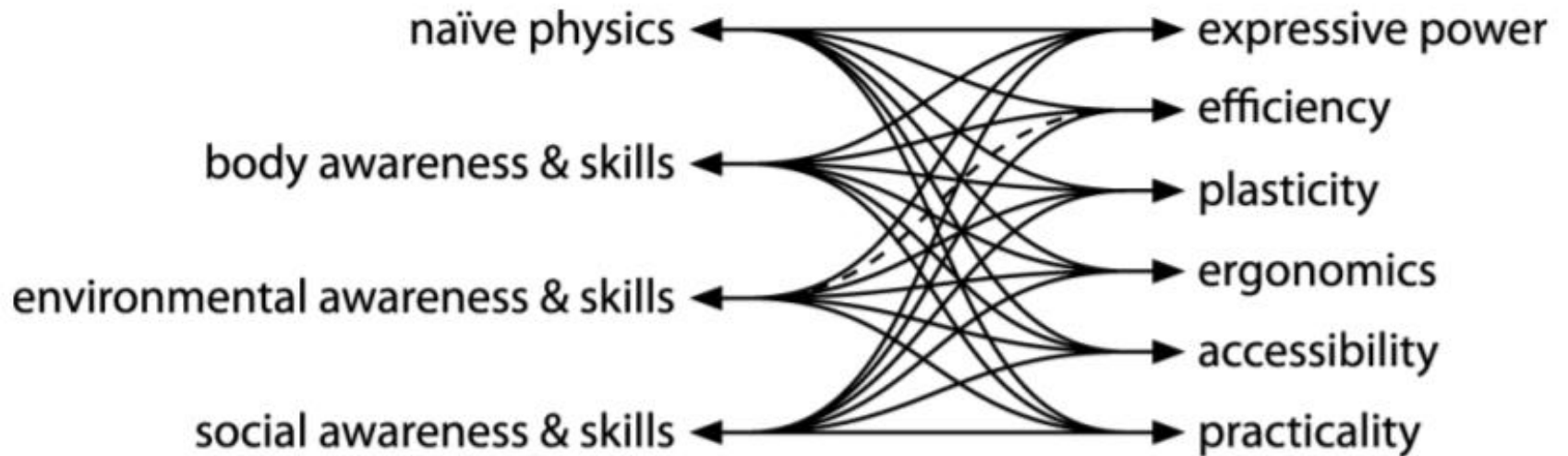
- Social Awareness & Skills: people are generally aware of others in their environment and have skills for interacting with them.



Reality-Based Interaction

- Expressive Power: i.e., users can perform a variety of tasks within the application domain.
- Efficiency: users can perform a task rapidly.
- Versatility: users can perform many tasks from different application domains.
- Ergonomics: users can perform a task without physical injury or fatigue.
- Accessibility: users with a variety of abilities can perform a task.
- Practicality: the system is practical to develop and produce.

Reality-Based Interaction



RBI design tradeoffs



Thank you