

# User Interfaces in Computing

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# A3 Announcement

A3 is up on the webpage and available for handout.

# Midterms Out

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2. Graphical User Interface (GUI)

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The main disadvantages of a Text-Based User Interface are:

1. Relies heavily on recall rather than recognition.
2. Navigation is often more difficult

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You would need 128 buttons to allow any combination of the 7 typical options on 1 mouse-click.



## More powerful tasks

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What happens when you need too many buttons to do something is that the most commonly used features are still available, but combinations that are unpopular are often excluded from the User Interface. So for example `ls -R` might not easily be available in a GUI, but is present in a command line interface.

# Recall vs Recognition

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In a graphics-based interface you need to recognize a symbol in order to open the program you want. For example, we might recognize that a green bookworm with glasses is the JES program, even if we didn't know the exact name of the program, we can recognize the logo and click on it to open that program.

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Graphical User Interfaces are more common than text-based interfaces in modern computing.

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