## Year 8 Computing: Summer 1- User interface Design

	Key term	Definition	
1	User interface	A user interface is the method by which the user and the computer exchange information and instructions.	
2	Command	An instruction given to a computer	
3	Input	Data which is inserted into a system for processing and/or storage	
4	Output device		
5	Software	The programs, applications and data in a computer system. Any parts of a computer system that aren't physical.	

## Types of user interface

Text based interface	A text interface works by the user entering special commands with the keyboard. When these have been entered, the user interface will then respond.	Untitled - My App File Edit View Tools Help New CTRL+N Opon CTRL+0 Swe CTRL+5 Save As Page Setup Print CTRL+P Exit
Command line interface	A command-line interface allows the user to interact with the computer by typing in commands. The computer displays a prompt, the user keys in the command and presses enter or return.	-/s/g/a/oclif 2 master oclif -help oclif: create your own CLI YERSION oclif/1.12.1 darwin-x64 node-v10.11.0 USAGE \$ oclif (COMWAND) COMWANDS Command add a command to an existing help display help for oclif hook add a hook to an existing CLI multi generate a new sungle-command plugin create a new single-command -/s/g/o/oclif 2 master
Graphical user interface	Sometimes shortened to GUI. The user chooses an option usually by pointing a mouse at an icon representing that option.	

## Features of GUIs include:

- They are much easier to use for beginners.
- They enable you to easily exchange information between software using cut and paste or 'drag and drop'.
- They use a lot of memory and processing power. It can be slower to use than a command-line interface if you are an expert user.
- They can be irritating to experienced users when simple tasks require a number of operations