

# UX & UI – Knowledge Organiser

## UI – User Interface

a device or program enabling a user to communicate with a computer

## UX – User Experience

User experience refers to a person's emotions and attitudes about using a particular product, system or service.

A **CLI** allows the user to interact directly with the computer system by typing in commands (instructions) into a screen which looks similar to the one in the background **e.g. DOS**

It is all text-based

You cannot just type in any kind of instruction of course, because the computer will only react to a definite set of words.

- Fast if you know the commands
- Needs less memory than a GUI

- Confusing if never used before
- Commands have to be typed precisely
- Large number of commands to learn

A **menu-driven** interface lets you interact with a computer or device by working your way through a series of screens or menus. **e.g. ATM**  
*Think about an old iPod or mobile phone, they both use a menu driven interface. You are presented with a menu, you make a choice and then the next menu appears on the screen. You make another choice and so on.*

Menu driven interfaces can also be verbal rather than visual. Have you ever made a telephone call and been asked to 'press 1 for 'blah blah, press 2 for 'blah di blah', press 3 for 'blahhhh'?

- Extremely easy to use
- No commands to learn/remember
- Step-by-step options are given

- Slow to use if poorly designed
- Irritating if too many menus
- Menu can take up a large part of the screen

## A graphical user

**interface (GUI)** is the most common type of user interface in use today. It is a very 'friendly' way for people to interact with the computer because it makes use of pictures, graphics and icons - hence why it is called 'graphical'. **e.g. Windows and macOS.**

A GUI (pronounced gooey) is also known as a **WIMP** interface because it makes use of:  
**Windows** - a rectangular area on the screen where the commonly used applications run  
**Icons** - a picture or symbol which is used to represent a software application or hardware device  
**Menus** - a list of options from which the user can choose what they require  
**Pointers** - a symbol such as an arrow which moves around the screen as you move your mouse. Helps you to select objects.

- Easy to use
- Easy to explore and find your way using a WIMP.
- Don't need to learn complicated commands

- Need a lot of memory due to the graphics
  - Use a lot of processing power
- Can be slow for experienced programmers who prefer CLIs