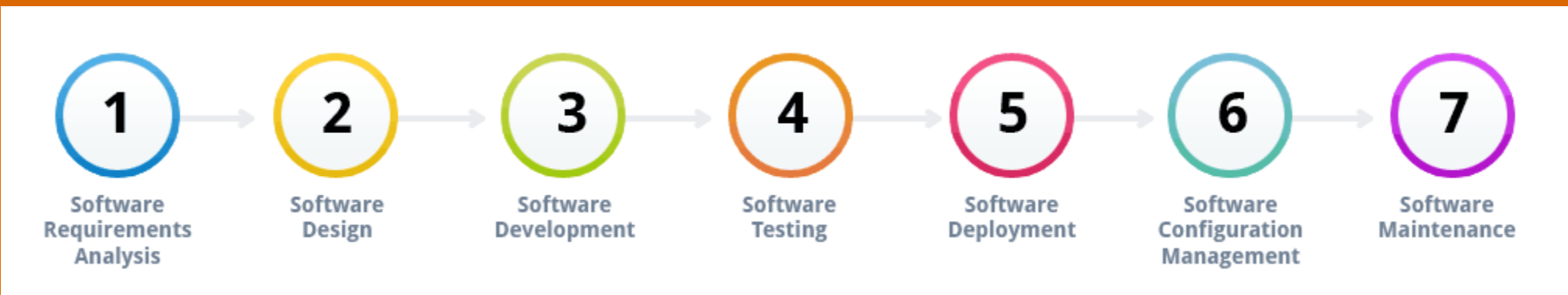


Session 5 User Interface

```
>_ {Code4Loop};  
Roochir Purani
```


Software Application Development Process

- STEP 1. IDEA : Requirements -> Problem and Existing Solutions
- STEP 2. DESIGN : Flowchart, Mockup and User Interface
- STEP 3. DEVELOPMENT : Writing Code, and Creating Programs
- STEP 4. TEST : Test the application to see if it works and works CORRECTLY
- STEP 5. DEPLOY : Send it to the users by installation or by sharing it or by setting up for download
- SETP 6 and 7 : Iterative Maintenance – Repeat the process to make it better



What is User Interface (UI)?

- A user interface(UI) or an "interface," is the means in which a person controls an application or hardware device.
- Next step from Flow Charts
 - Not just combination of shapes, lines, and text that graphically illustrates a process or structure
- A good user interface provides a "user-friendly" experience, allowing the user to interact with the software or hardware in a natural and intuitive way.

User Interface is also known as Graphical user interface (GUI)

- Most software programs have a graphical user interface.
- This means the program includes graphical controls which the user can select using an input device such as a mouse, keyboard, touch, voice.
- A typical UI of a software program includes a [menu bar](#), [toolbar](#), [windows](#), buttons, and other controls.
- The Macintosh and Windows operating systems have different user interfaces but they also have similar elements, such as a [desktop](#), windows, icons, etc.
- These common elements make it possible for people to use either operating system without having to completely relearn the interface.
- Programs like [word processors](#) and [Web browsers](#) similar user interface, providing a consistent user experience across multiple programs.

Hardware Interface or Software Interface

- Most [hardware](#) devices also include a user interface but not TOO COMPLICATED as a [software](#) interface.
- A common example of a hardware device with a user interface is a remote control.
 - A typical TV remote has a numeric keypad, volume and channel buttons, mute and power buttons, an input selector, and other buttons that perform various functions.
 - This set of buttons and the way they are laid out on the controller makes up the user interface.
 - OTHER EXAMPLES: Digital cameras, Digital Clocks, Digital Thermostat, and Stereo systems also have a user interface.
- Most Interfaces are a combination of both – hardware and software
 - For example, to control a software program, you typically need to use a [keyboard](#) and [mouse](#), which each have their own user interface.
 - Control a digital camera, you may need to navigate through the on-screen menus, which is a software interface.

Examples of a User Interface



In Class Exercise

- Building a User Interface
- Login to [MockFlow.com](https://mockflow.com)
- Draw User Controls

Or
Output

