Types of Human Computer Interfaces

One of the jobs of the OS is to allow communication between the processor and the outside world. When the communication is with a human then it's called a human computer interface. There are 5 main types:

Graphical User Interface

- A graphical user interface (GUI) is characterised by having icons, which stand for a different peice of software, file or location. Items can be selected using a mouse or some other form of pointer device. When an application has been run, it comes up on the screen in a window, the user does not see any of the codeing, or the commans that the computer follows. GUIs are sometimes called WIMPs (Windows, Icons, Menu's, Pointers)

Menu-based Interface

- The whole interface is designed as a set of menus.
- They usually have a set of different screens placed on top of each other, and navigation buttons such as next, back or home.
- They make it impossible for the user to find their way into places in the system that they shouldn't go.

Form-based Interface

- The boxs which will need information entering into them, they will be in an obvious order, either left to right, or down the page.
- Each box will have an instruction about what to type in, and must be completed in a particular order.

Natural Language Interface

- GUI's are only easy to use because we use them a lot, and have got used to them. We would usually use a spoken language to comunicate.
- It may use speech recognition to understand the input, and speech production to give an output.

Comand Line Interface

- Is different from the ones above, because it doesn't restrict the user, or require much processing power to turn requirements into actions.
- Consists of a black screen, with a simple prompt, encourages the user to imput a command into the OS.
- This time the user learns the commands rather than the OS.