

FUNDAMENTALS OF DATABASES – WEEK 3 – ACTIVITY 1

A. Menu-Based Interface

Menu-based interface is easy to use and users do not need to enter commands to work with the interface. In command line interface there are a lot of commands to remember and it is used by technical people. But menu based interface gives ease to our work.

B. Form-Based Interface

ID Number:	<input type="text"/>	Age:	<input type="text"/>
Last Name:	<input type="text"/>	Gender:	<input type="text"/>
First Name:	<input type="text"/>	Contact Number:	<input type="text"/>
Middle Name:	<input type="text"/>	Status:	<input type="text"/>
Extension Name:	<input type="text"/>	Department:	<input type="text"/>
Address:	<input type="text"/>	Select Photo	<input type="text"/>
Date of Birth:	<input type="text"/>		

Form-based user interfaces are wide spread and are very important means of interacting with a DBMS. They are easy to used and have the advantage that the user does not need special knowledge about database languages like SQL.

C. Graphical User Interface

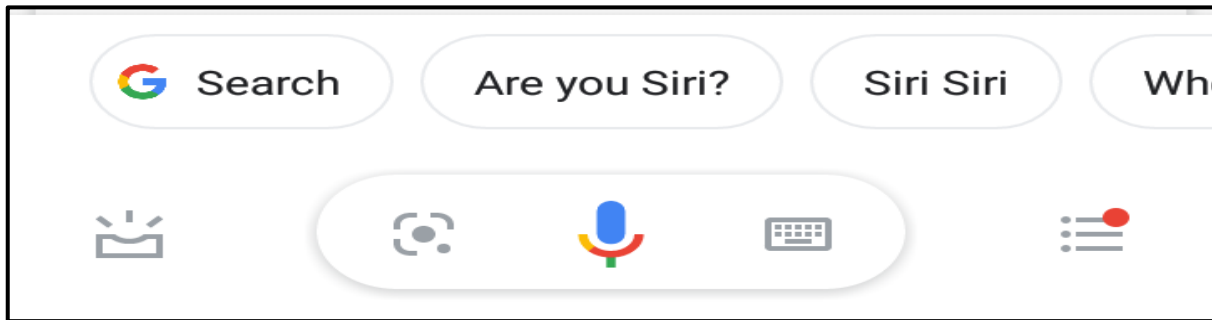


The benefits of graphical user interface are multiple. Apart from the fact that it provides users with an intuitive and easy to use interface and immediate visual feedback, a GUI also allows a user to open up multiple programs or instances and displays these simultaneously.

D. Natural language Interface

Natural language interface provides natural, human like interaction with any application. This makes the work effective, as it eliminates the necessity to study special syntax of queries and allows for detailed and precise description of the requested information.

E. Speech Input and Output



The speech input is detected using predefined words and used to set up the parameters that are supplied to the queries. For output, a similar conversion from text or number into speech takes place.

F. Interfaces for DBA

Commands for creating accounts, setting system parameters, granting account authorization, changing a schema, reorganizing the storage structures of database.