User Interface/User eXperience
An Overview in IoT

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UI/UX

UI the means by which the user and a computer system interact, in particular the use of input devices and software;

UX the overall experience of a person using a product such as a website or computer application, especially in terms of how easy or pleasing it is to use.

EARLY INTERFACES

- Input via Punch card
- Output via Line Printer or (small) monochrome screen (or even LEDs)

CLI
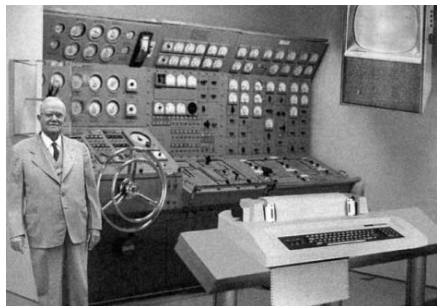
CLI A command-line interface or command language interpreter (CLI), also known as command-line user interface, console user interface and character user interface (CUI), is a means of interacting with a computer program where the user (or client) issues commands to the program in the form of successive lines of text (command lines).

A program which handles the interface is called a command language interpreter or shell.

Unix is the prime example today

GUI

GUI The graphical user interface, is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, instead of text-based user interfaces, typed command labels or text navigation.

Windows, X Windows are best known examples (see also Smalltalk)

Mobile Device Interfaces

- Output via Small Screen and Audio
- Phone and Tablet
- Input via touch and voice
- Output via audio and screen
- Android, OS-X and Windows

Wearable Interfaces

- May have no or tiny screen
- May not have full (or easy) access
- Input via ?
- Output via ?
- Fitbit, Smartwatch, etc.

Alternate Interfaces

- MMI
- NLP
- Video
- Gesture
- Output via ?