C	Infotech Unit 1 Online çal1_: https://	
1.	User Interface	The standard procedures for interaction with specific computers.
2.	Graphical User Interface (GUI)	A user-friendly interface based on graphics. A GUI uses a WIMP environment: windows, icons, menus and pointer. Typical examples are the Mac OS and Microsoft Windows.
3.	WIMP	windows, 20 icons, menus and pointer.
4.	desktop	the background screen that displays icons and folders
5.	icons	A picture representing an object, such as a document, program, folder or hard disk / hard drive icon
6.	files	A section of information stored on disk - a document or a program,
7.	folders	A directory that holds programs, data files and other folders
8.	menu bar	a row of words that open up menus when selected
9.	drop-down (pull-down) menu	a list of options that appears below a menu item when selected
10.	scroll bar	a horizontal or vertical bar that is clicked and dragged in the desired direction
11	dock	set of icons at the bottom of the screen that give you

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14. Mac OS	An operating system created by Apple and used on Macintosh computers	
15. <b>Unix</b>	a multi-user system; An operating system, designed by Bell Laboratories in the USA, found on mainframes and workstations in corporate installations.	
16. <b>Linux</b>	Open-source software developed under the GNU General Public License. This means anybody can copy its source code, change it and distribute it.	
17. Windows Mobile	An operating system used on many PDAs and smart-phones.	
18. <b>Palm OS</b>	An operating system used on Palm hand-held devices	
19. <b>RIM</b>	An operating system used on BlackBerry communication devices, developed by Research In Motion	
20. Symbian OS	An operating system used by some phone makers, including Nokia and Siemens	
21. window	a scrollable viewing area on screen; it can contain files or folders	