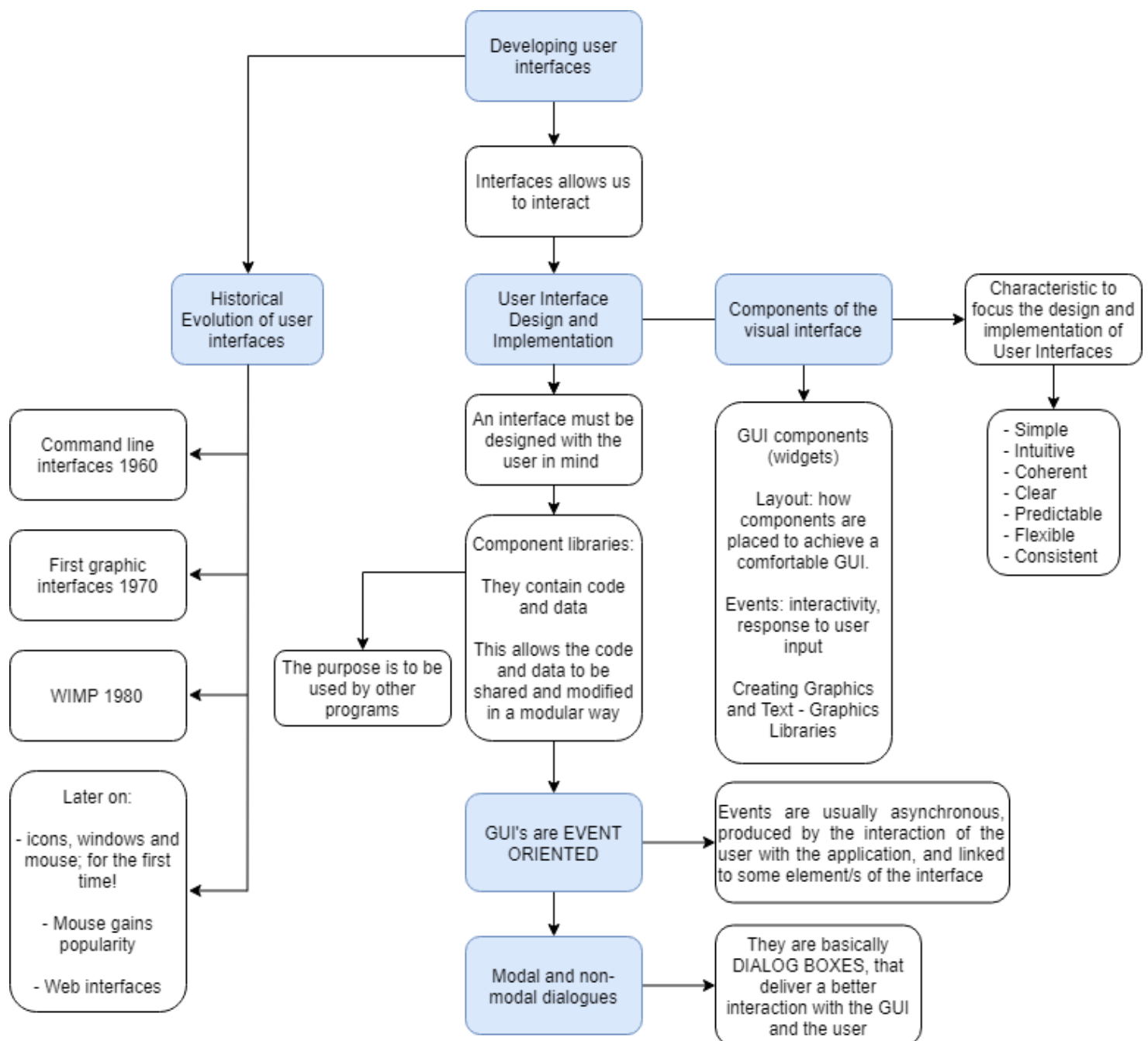


Conceptual map:



Summary:

In this first introduction of **User Interfaces** we've been told about the historical evolution of them, what we need to know when developing this interfaces (the characteristics and its functionalities, libraries and its purpose, GUI components, etc...) and how they work and interact with the users.