3.6 Elements of WIMP Interface:

The elements of WIMP interface are called widgets, which contains toolkit for interaction between user & system.

3.6.1 Windows.

Windows behave as independent terminal in their own. Window can be a seperate screen. User can direct gram windows as they switch from one thread work to another. Overlapping of windows causes problem, they must appear left to the previous ones. Windows itself contain widgets like scrollbars, buttons, other windows etc.

3.6.2 Icons

Shrinking a window to its icon is called iconifying the window. Icon can be represented by meaningful picture or any arbitary symbols.

3.6.3 Pointers

WIMP relies on pointers too much, Joysticks and trackballs are alternatives of pointers. The different shapes of cursors are there for pointing.

3.6.4 Menus

As recall is inferior to recognize, menu provide information cues and name used in cues should be meaningful and informative.

Menus are inefficient when there are too many items, several layers of cascading menus can be used. Menu bars can be placed on the screen accordingly. Fits' law is being consider here for the position of Menubar.

Grouping items in menus are problem here, often grouped by their functionalities.

3.6.5 Buttons

Pushing the button invokes a command, which is usually indicated by tentral label or small icon. Togglebuttons are refered as checkboxes which are used to represent status.

3.6.6 Toolbars

Often toolbars are fixed but it can be customized by user according to their need, which functionalities it uses the most.

3.6.7 Palettes:

Palettes are mechanism for making the set of possible modes and the active modes visible to user

3.6.8 Dialog boxes

Dialog boxes are information windows use to bring user attention, like for errors, warning. When user want to save a file, a dialogue box is used for namig file

3.7 Interactivity:

It is focus more on the visual representation of interface than on the user's action, they behave on WIMP elements interaction differs with environment. Interactivity is also important when dealing with error.

3.8 The content of the interaction:

The influence of social & organization factor may have on the user's interaction with the system. For eg, in a task with peers, competition increases performance, for that task. Similarly desire for impress management improves performance. If the system make it difficult for user, the user's job satisfaction will be reduced.

3.9 Experience, Engagement & Fun:

The user work better if their experience & engagement with system is effective.

3.9.1 Understanding experience:

Understanding something before doing is important. Before making any system, the developer should understand it completely to fulfill all the requirement.

3.9.2 Designing Interface
Example of cracker, that how it will be implemented on a webpage.

3.9.3 Physical Design & Engagement:
Designers are faced with many constraints:
Ergonomic: you can't physically push buttons if they are too small or too close.
Physical: The size or nature of the device may force certain position or styles of control.
legal & Safety:
Content & Environment:
Aesthetic: Controls must look good
Economic: not costly
They requires trade offs to be made.

Fluidity extent to which the physical structure and manipulation of the device naturally relates to the logical functions it supports.
Being fluid in action, some commands portray by their physical appearance the underlying state they control.
For this reason, this type of power button often has a light beside it to show you the power is on. A simple switch tells you that itself.