**“Evolution of UI/UX design programs pertaining to different Operating Systems and various distributions.”**

**ABSTRACT**

Humans tend to strive to make everything in life as easy and intuitive as possible. With the invention of Computers and the need to interact with them, grew the birth of interfaces. As we started with Command like interfaces, it soon became apparent of the need for a GUI or a graphical user interface. A GUI (graphical user interface) is a system of interactive visual components for computer software.

In this technical seminar, we look into the evolution of UI/UX design programs pertaining to different Operating Systems and various distributions. These include command line interfaces, Desktop Environments and i3 window managers and other various implementations used by Software Developers to aid Users better.

A desktop environment is the bundle of components that provide you common graphical user interface (GUI) elements such as icons, toolbars, wallpapers, and desktop widgets.

All our action on an Operating System happens with a graphical user interface, which is what a desktop environment is. Your file manager, windows, login screens, various menus, mouse pointer, and so forth. It allows Users to access and manipulate the Operating System and utilize the full range of capabilities offered to them with ease and efficiency.

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