

**RIPHAH INTERNATIONAL UNIVERSITY MALAKAND CAMPUS**



**ASSIGNMENT # 3(HCI)**

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**BSSE 4<sup>ST</sup> SEMESTER FALL 2021**

**1. Command Prompts:**

Definition: Command prompts involve users entering specific commands or instructions to interact with a computer system. Users typically type commands in a specific format or syntax to perform desired actions.

**Example:** The Windows Command Prompt, Unix/Linux Terminal, Bash, shell etc.

**Advantages:**

- Efficiency: Command prompts can be faster for experienced users who are familiar with the commands, as they can quickly execute actions without navigating through menus.
- Flexibility: Command prompts often provide more granular control and allow complex operations that may not be easily achievable through other interaction styles.

**Disadvantages:**

- Learning Curve: Command prompts have a steep learning curve, as users need to remember and learn the specific commands and their syntax.
- Lack of Discoverability: Command prompts often lack discoverability, as users need to know the specific commands in advance, which can be challenging for novice users.

Example: The command prompt in a Unix/Linux terminal, where users can execute commands such as "ls" to list files or "mkdir" to create a directory.

## 2. Menus:

Definition: Menus present users with a visual hierarchy of options and actions. Users select options from predefined lists presented in a hierarchical or flat structure.

**Example:** The menu bar in Adobe Photoshop, menus in powerpoint.

**Advantages:**

- Ease of Use: Menus are generally easy to use, especially for novice users, as they provide a clear visual representation of available options.
- Reduced Error: Menus can help prevent user errors by presenting a limited set of choices, reducing the chance of selecting an incorrect option.

**Disadvantages:**

- Limited Options: Menus may limit the available options and actions to predefined choices, potentially restricting users from performing specific actions not included in the menu.
- Navigation Overhead: Large menus with multiple levels of hierarchy can introduce navigation challenges and increase the time required to access desired options.

Example: The menu bar in software applications like Microsoft Word, where users can access various features and functions by selecting options from dropdown menus.

### **3. Point and Click:**

Definition: Point and click involves users interacting with a graphical user interface (GUI) by using a mouse or other pointing device to select objects or interface elements.

**Example:** Navigating through a website by using a mouse to click on links, buttons, or interactive elements on web pages.

#### **Advantages:**

- Intuitive Interaction: Point and click is often intuitive and natural for users, as it mimics physical interactions and gestures.
- Visual Feedback: Users receive visual feedback, such as highlighting or changing cursor shapes, when hovering or clicking on interactive elements, providing clear indications of actions.

#### **Disadvantages:**

- Precision Required: Point and click interactions can require precise cursor control, which may be challenging for users with motor impairments or when using touch-based devices.
- Limited Contextual Information: Point and click interactions may not provide detailed contextual information about the available options or actions without additional cues or tooltips.