GUI and Dynamic Media

I read the article about the GUI and dynamic media, we touch these two things every day, but never have deep thinking of it. The appearance of GUI is destined, for commercial purpose, follow the invention of the computer. We need an interface to make it simple. Hence these company can sell this product to everyone because not everybody is the computer scientist, they don't want to remember massive code just for opening the computer. Like the camera, in the beginning, taking a photo was a task for professional people. But now everyone only needs to press a button to finish this job. These companies simplify the camera and make it accessible. Moreover, the GUI is an essential factor of the popularisation of the computer. While it brings a substantial commercial benefit, it also gives people convenience. (Well, this sentence is a little stupid, for sure the good things will make big money.)

The same situation for the dynamic media, for ordinary people, they don't want to see 1 & 0 or some complexing code. The only way can get the money from their pocket is a beautiful picture, motivative video, and exciting movie. I want to use Adobe as an example. The best media processor in the world, without Adobe we will have CART course. People need a tool to produce these media, and better dynamic media can bring more benefit.

The GUI and dynamic media processor are doing the same thing, visualising the machine language. It is a fancy but challenging job. Comparing create the website and write a java program, I prefer to write a complex Java program because it's tough to travel through the code and transfer it to the screen. Sometimes, my code does not have a problem, but my website does not work in the right way. However, when I change a single line code, and the entire image gives me a different feeling is a fantastic thing.