Pointing devices are essential tools for interacting with digital devices, especially when keyboards are impractical. They serve six main types of interaction tasks:

1. Select: Users pick an item from a list, like choosing an option from a menu, identifying a file in a folder, or marking a specific part in a design.
2. Position: Users determine a point in one, two, or three-dimensional space. This is used for tasks like drawing, placing windows, or dragging elements on a screen.
3. Orient: Users select a direction in two, three, or higher-dimensional space. This can involve rotating a symbol, indicating motion direction, or controlling a robot arm.
4. Path: Users quickly perform a series of positioning and orientation actions. This could be seen as drawing a curved line, recognizing characters, or providing instructions for a machine.
5. Quantify: Users specify a numeric value, often in a one-dimensional selection. This is used for setting parameters like page numbers, ship velocity, or sound amplitude.
6. Text: Users input, move, and edit text in a two-dimensional space. Pointing devices help indicate where text should be inserted, deleted, or changed. This is crucial for tasks like formatting, setting margins, changing font sizes, and overall page layout.

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59. Explain the components of statistical graphics.
60. Discuss technical consideration in interface design for : i. Graphical system ii. Web

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