Structures of menus :

1. Single menus:
    - One screen or window for user input or action.
    - User makes choices only within that menu, no additional menus.
2. Sequential linear menus:
    - Series of screens in a set order.
    - Typically used for entering data or specifying parameters.
    - Users must go through all menus in a preset path.
3. Simultaneous menus:
    - All menu options visible at once.
    - Users can choose in any order, skip, and return later.
    - Helpful for reminding, comparing, and changing choices.
4. Hierarchical menus:
    - Choices become more refined as users navigate through options.
    - Represented like an inverse tree with branches.
    - Depth (traversal levels) and breadth (alternatives at each level) define the structure.
5. Connected menus:
    - Menus interconnected in a network.
    - Movement not limited to a tree structure.
    - Can be cyclical (both directions) or acyclical (one direction).
6. Event-trapping menus:
    - Background control over system state while users work.
    - Imposed on hierarchical menus.
    - Serve functions like immediate parameter changes, performing functions without leaving the current environment, or moving to a new environment.

Related posts:

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5. What do you mean by graphical user interface ?
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9. Describe the characteristics of graphical system.
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15. Describe the principles of user interface.
16. Describe the principles established the foundation for graphical interfaces.
17. Describe the design goals in creating user interface.
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21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
23. What are the psychological responses to poor design ?
24. What are the physical reactions to poor design ?

25. Explain the important human characteristics.
26. Describe the following term with respect to humancharacteristics in design :
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39. Describe the goals in screen design.
40. What is meant by screen and define it purpose.
41. How we can organize screen elements clearly and meaningfully ?
42. Describe ordering of screen data and content.
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44. What do you understand by visually pleasing composition ?
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46. How to group screen elements using border ?
47. Discuss amount of information.
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50. Discuss about the term ‘Distinctiveness’.

51. Discuss the techniques to provide emphasis.
52. How to convey depth of levels or a three-dimensional appearance ?
53. How information is presented simply and meaningfully ?
54. Discuss about typography.
55. Discuss about information entry and modification screens.
56. What are the types of statistical graphics ?
57. Discuss intranet and extranet design guidelines.
58. Write short note on statistical graphics
59. Explain the components of statistical graphics.
60. Discuss technical consideration in interface design for : i. Graphical system ii. Web system iii. Other web consideration
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62. What are the components of window ?
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79. Discuss message box controls.
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87. What are the problems related to color ?
88. How to choose color ?
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100. What are the characteristics of video display devices ?
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