

Functions of menus:

Navigation to a new menu:

1. Hierarchy: Each time a user makes a selection, a new menu appears, forming a hierarchy. Think of it like opening folders within folders on your computer.
2. Objective-driven: The purpose of each selection is to guide the user toward a goal. It's like following a path to reach a specific destination.
3. Non-destructive errors: Mistakes in selections might lead the user in the wrong direction, but these errors are usually fixable and won't cause permanent damage.

Execute an action or procedure:

1. User directive: Selections prompt the computer to perform an action or procedure, such as opening a file or copying text.
2. Hierarchical execution: Actions may require navigating through hierarchical menus, or they might be performed along the way.
3. Caution with critical actions: Design prevents accidental selection of irreversible actions to avoid serious consequences.

Displaying information:

1. Information retrieval: Users select menu options to obtain specific information from a database or while browsing the web.
2. Focus on information: The primary goal is obtaining information, and users may spend time processing it.
3. Undoable errors: Wrong turns may happen, but they usually won't permanently damage or delete information.

Data or parameter input:

1. Input specification: Each selection provides input data or parameter values for the system.
2. Spread over menus: Input might be on a single menu or across multiple levels.
3. Focus on input: Users are more concerned with providing accurate information than the selection process.
4. Correctable errors: Mistakes in input can be easily corrected by the system if detected.

Related posts:

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2. Describe the importance of good design.
3. What are the benefits of good design ?
4. Write a short note on history of screen design.
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6. What is popularity of graphics ?
7. Describe the concept of direct manipulation
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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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19. Explain the five commandments for designing user interface
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21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
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25. Explain the important human characteristics.
26. Describe the following term with respect to human characteristics in design :
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39. Describe the goals in screen design.
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53. How information is presented simply and meaningfully ?
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55. Discuss about information entry and modification screens.
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57. Discuss intranet and extranet design guidelines.
58. Write short note on statistical graphics
59. Explain the components of statistical graphics.
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87. What are the problems related to color ?
88. How to choose color ?
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92. What are the features of interface building tools ?
93. Explain interaction devices.

Discuss the functions of menus.

94. Describe keyboard and function keys.
95. Describe pointing devices and types of interaction tasks useful for pointing devices.
96. What are the types of pointing devices ?
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100. What are the characteristics of video display devices ?
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