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.

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