

Types of windows:

1. Primary Window:

- The main window you see when you open an app or start an action.
- It has the essential menu bar and basic controls.
- Acts as the foundation for the app's commands and data.

2. Secondary Window:

- Additional windows that can be related or independent.
- Dependent ones open based on a command in the main window.
- Independent ones can be opened on their own.

3. Dialog Boxes:

- Boxes that pop up to complete an action in a specific context.
- They can be triggered by a button click or system conditions.
- Always appear from another window.

4. Property Sheets and Property Inspectors:

- Show properties of an object in different ways.
- Property sheets display all properties, often in a separate window.
- Property inspectors show commonly used properties dynamically.

5. Message Boxes:

- Pop-up windows displaying messages about a situation.
- Provide information or alerts.

6. Palette Windows:

- Secondary windows with sets of controls.
- Distinguished by visual appearance (images, colors, patterns).
- Shorter title bar with only a close button.

7. Pop-up Windows:

- Display additional information or context-sensitive help.

- Don't have standard components like title bars and close buttons.

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.
5. What do you mean by graphical user interface ?
6. What is popularity of graphics ?
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12. Explain web user interface.
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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
20. Discuss human computer interaction.
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 ?
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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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29. Give the characteristics of discretionary user
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37. Determine the basic business functions.
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39. Describe the goals in screen design.
40. What is meant by screen and define its purpose.
41. How we can organize screen elements clearly and meaningfully ?
42. Describe ordering of screen data and content.
43. What do you mean screen navigation and flow ?
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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.
60. Discuss technical consideration in interface design for : i. Graphical system ii. Web system iii. Other web consideration
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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.
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 ?
97. Explain speech recognitions.
98. Discuss speech digitization and generation.
99. Describe image and video displays.

What are the different types of windows ?

100. What are the characteristics of video display devices ?

101. Write a short note on drivers.