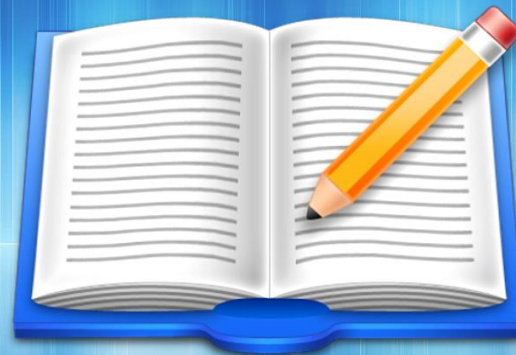




GRAPHICAL USER INTERFACE

CHAPTER 6 - EXERCISES



EVANGELOS C. ZIOULAS (IT TEACHER)

EXERCISE 1

■ Questions– Chapter 6 (page 42)

1. Why the command line environments have been replaced by the graphical interfaces (GUI)?
2. Write three features of graphical environments (GUI).
3. What are the basic parts of a window inside a graphical environment?
4. What is the purpose of icons inside a window of an application?

EXERCISE 2

- Activity 5 – Chapter 6 (p. 49)
- Can you imagine the **effects** of each of the following icons?



- Go to your computer and find the effects of each separate icon.