

# Graphical User Interface (GUI)

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A **Graphical User Interface (GUI)** is an interface through which a user interacts with electronic devices such as computers, hand-held devices and other appliances. This interface uses icons, menus and other visual indicator (graphics) representations to display information and related user controls, unlike text-based interfaces, where data and commands are in text. GUI representations are manipulated by a pointing device such as a mouse, trackball, stylus, or a finger on a touch screen.

The need for GUI became apparent because the first human/computer text interface was through keyboard text creation by what is called a prompt (or DOS prompt). Commands were typed on a keyboard at the DOS prompt to initiate responses from a computer. The use of these commands and the need for exact spelling created a cumbersome and inefficient interface.

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