**User Interface Design –Basic Concepts**

User interface is the front-end application view to which user interacts in order to use the software. User can manipulate and control the software as well as hardware by means of user interface. Today, user interface is found at almost every place where digital technology exists, right from computers, mobile phones, cars, music players, airplanes, ships etc.

User interface is part of software and is designed such a way that it is expected to provide the user insight of the software. UI provides fundamental platform for human-computer interaction.

UI can be graphical, text-based, audio-video based, depending upon the underlying hardware and software combination. UI can be hardware or software or a combination of both.

The software becomes more popular if its user interface is:

* Attractive
* Simple to use
* Responsive in short time
* Clear to understand
* Consistent on all interfacing screens

User Interface Design Activities

* There are a number of activities performed for designing user interface. The process of GUI design and implementation is alike SDLC. Any model can be used for GUI implementation among Waterfall, Iterative or Spiral Model.
* A model used for GUI design and development should fulfill these GUI specific steps.