

System User Guide Template

User (computing)

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Some software products provide services to other systems and have no direct end users.

User interface

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In the industrial design field of human-computer interaction, a user interface (UI) is the space where interactions between humans and machines occur. The goal of this interaction is to allow effective operation and control of the machine from the human end, while the machine simultaneously feeds back information that aids the operators' decision-making process. Examples of this broad concept of user interfaces include the interactive aspects of computer operating systems, hand tools, heavy machinery operator controls and process controls. The design considerations applicable when creating user interfaces are related to, or involve such disciplines as, ergonomics and psychology.

Generally, the goal of user interface design is to produce a user interface that makes it easy, efficient, and enjoyable...

User experience

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User experience (UX) is how a user interacts with and experiences a product, system or service. It includes a person's perceptions of utility, ease of use, and efficiency. Improving user experience is important to most companies, designers, and creators when creating and refining products because negative user experience can diminish the use of the product and, therefore, any desired positive impacts. Conversely, designing toward profitability as a main objective often conflicts with ethical user experience objectives and even causes harm. User experience is subjective. However, the attributes that make up the user experience are objective.

User space and kernel space

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A modern computer operating system usually uses virtual memory to provide separate address spaces or regions of a single address space, called user space and kernel space. This separation primarily provides memory protection and hardware protection from malicious or errant software behaviour.

Kernel space is strictly reserved for running a privileged operating system kernel, kernel extensions, and most device drivers. In contrast, user space is the memory area where application software, daemons, and some drivers execute, typically with one address space per process.

PC System Design Guide

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The PC System Design Guide (also known as the PC-97, PC-98, PC-99, or PC 2001 specification) is a series of hardware design requirements and recommendations for IBM PC compatible personal computers, compiled by Microsoft and Intel Corporation during 1997–2001. They were aimed at helping manufacturers provide hardware that made the best use of the capabilities of the Microsoft Windows operating system, and to simplify setup and use of such computers.

Every part of a standard computer and the most common kinds of peripheral devices are defined with specific requirements. Systems and devices that meet the specification should be automatically recognized and configured by the operating system.

System Policy Editor

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System Policy Editor is a graphical tool provided with Windows NT 4.0 Server, and can be installed on Windows 95, Windows NT 4.0 Workstation and Windows 98. System policies are made up from a set of registry entries that control the computer resources available to a user or group of users. These registry entries can be applied to individual users, groups of users, or to anybody logging on to a particular computer.

It works by manipulating Registry and security settings. User-specific settings are stored in the HKEY_CURRENT_USER registry hive. Likewise, machine-specific settings are written under HKEY_LOCAL_MACHINE. ADM files are template files that are used by System Policy Editor to describe where registry-based policy settings are stored in the registry. They also describe the user interface...

Electronic program guide

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Electronic programming guides (EPGs) and interactive programming guides (IPGs) are menu-based systems that provide users of television, radio, and other media applications with continuously updated menus that display scheduling information for current and upcoming broadcast programming (most commonly, TV listings). Some guides also feature backward scrolling to promote their catch up content. They are commonly known as guides or TV guides.

Non-interactive electronic programming guides (sometimes known as "navigation software") are typically available for television and radio, and consist of a digitally displayed, non-interactive menu of programming scheduling information shown by a cable or satellite television provider to its viewers on a dedicated channel. EPGs are transmitted by specialized...

Generic programming

STL) C++, D Walter Bright, Templates Revisited. David Vandevoorde, Nicolai M Josuttis, C++ Templates: The Complete Guide, 2003 Addison-Wesley. ISBN 0-201-73484-2

Generic programming is a style of computer programming in which algorithms are written in terms of data types to-be-specified-later that are then instantiated when needed for specific types provided as parameters. This approach, pioneered in the programming language ML in 1973, permits writing common functions or data types that differ only in the set of types on which they operate when used, thus reducing duplicate code.

Generic programming was introduced to the mainstream with Ada in 1977. With templates in C++, generic programming became part of the repertoire of professional library design. The techniques were further improved and parameterized types were introduced in the influential 1994 book Design Patterns.

New techniques were introduced by Andrei Alexandrescu in his 2001 book Modern...

User interface design

User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances

User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. In computer or software design, user interface (UI) design primarily focuses on information architecture. It is the process of building interfaces that clearly communicate to the user what's important. UI design refers to graphical user interfaces and other forms of interface design. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals (user-centered design). User-centered design is typically accomplished through the execution of modern design thinking...

Model-view-controller

view is played by HTML templates, so in their scheme a view specifies an in-browser user interface rather than representing a user interface widget directly

Model-view-controller (MVC) is a software architectural pattern commonly used for developing user interfaces that divides the related program logic into three interconnected elements. These elements are:

the model, the internal representations of information

the view, the interface that presents information to and accepts it from the user

the controller, the software linking the two.

Traditionally used for desktop graphical user interfaces (GUIs), this pattern became popular for designing web applications. Popular programming languages have MVC frameworks that facilitate the implementation of the pattern.

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