

Designing Character-Based User Interfaces for Your Application

The user interface of an application, that is, the way an application presents itself to the user, is a key consideration when writing an application.

This part provides information on the various possibilities Natural offers for designing character-based user interfaces that are uniform in presentation and provide powerful mechanisms for user guidance and interaction.

Note:

For information on the design of graphical user interfaces (GUI), refer to *Introduction to Event-Driven Programming*.

When designing user interfaces, standards and standardization are key factors.

Using Natural, you can offer the end user common functionality across various hardware and operating systems.

This includes the general screen layout (information, data and message areas), function-key assignment and the layout of windows.

This part covers the following topics:

- Screen Design
- Dialog Design