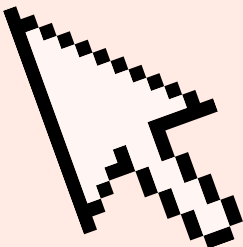


Categories of Operating Systems▼

B*I*U

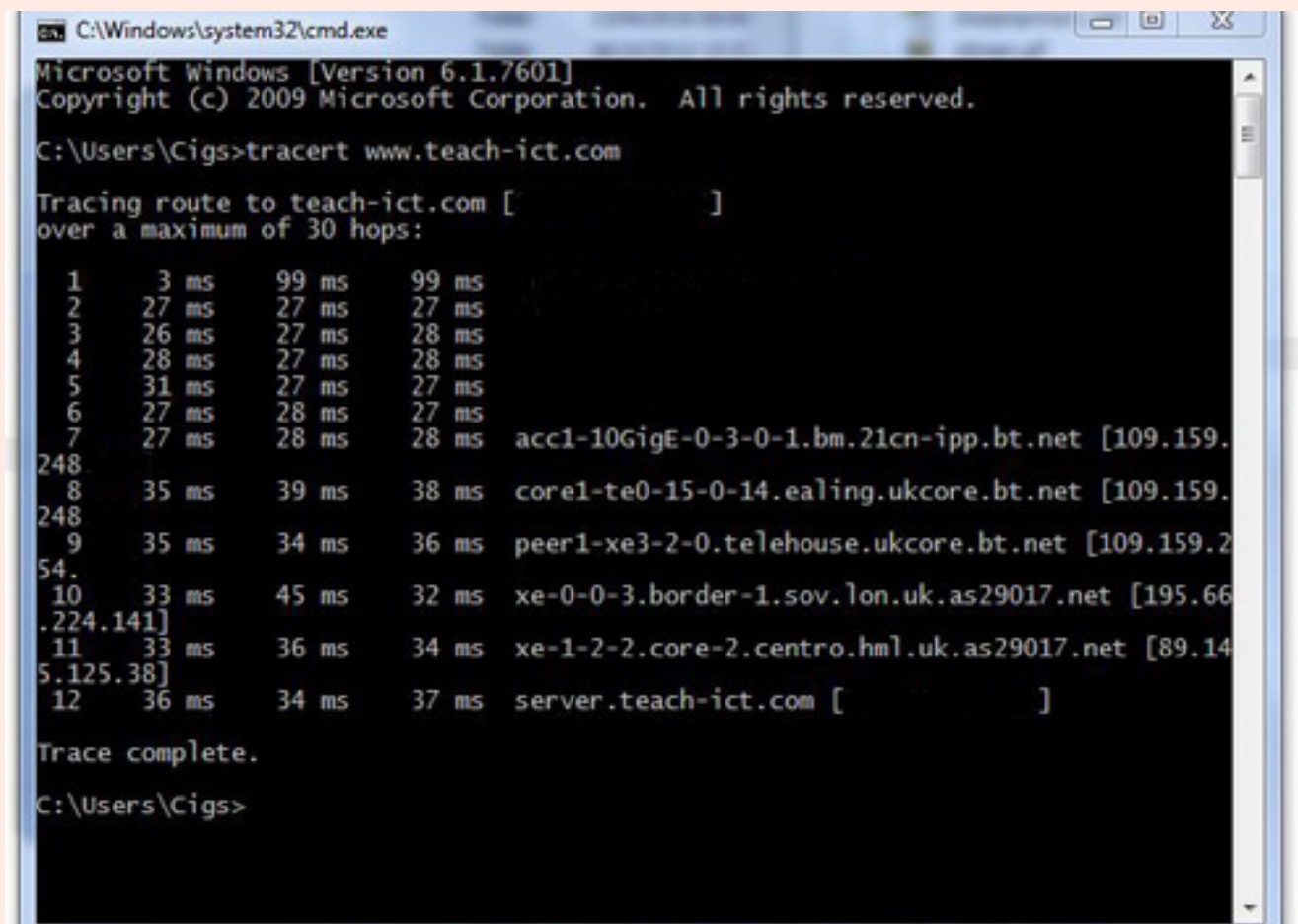
Interactive System



▲

≡

DEFINITION



```
C:\Windows\system32\cmd.exe
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\Cigs>tracert www.teach-ict.com

Tracing route to teach-ict.com [66.224.141.11]
over a maximum of 30 hops:
  0  3 ms  3 ms  3 ms  10.0.2.15
  1  27 ms  27 ms  27 ms  10.0.2.15
  2  26 ms  27 ms  28 ms  10.0.2.15
  3  28 ms  27 ms  28 ms  10.0.2.15
  4  31 ms  27 ms  27 ms  10.0.2.15
  5  27 ms  28 ms  27 ms  10.0.2.15
  6  27 ms  28 ms  28 ms  10.0.2.15
  7  27 ms  28 ms  28 ms  acc1-10GigE-0-3-0-1.bm.21cn-ipp.bt.net [109.159.248.8]
  8  35 ms  39 ms  38 ms  core1-te0-15-0-14.ealing.ukcore.bt.net [109.159.248.9]
  9  35 ms  34 ms  36 ms  peer1-xe3-2-0.telehouse.ukcore.bt.net [109.159.254.10]
 10  33 ms  45 ms  32 ms  xe-0-0-3.border-1.sov.lon.uk.as29017.net [195.66.224.141]
 11  33 ms  36 ms  34 ms  xe-1-2-2.core-2.centro.hml.uk.as29017.net [89.145.125.38]
 12  36 ms  34 ms  37 ms  server.teach-ict.com [66.224.141.11]

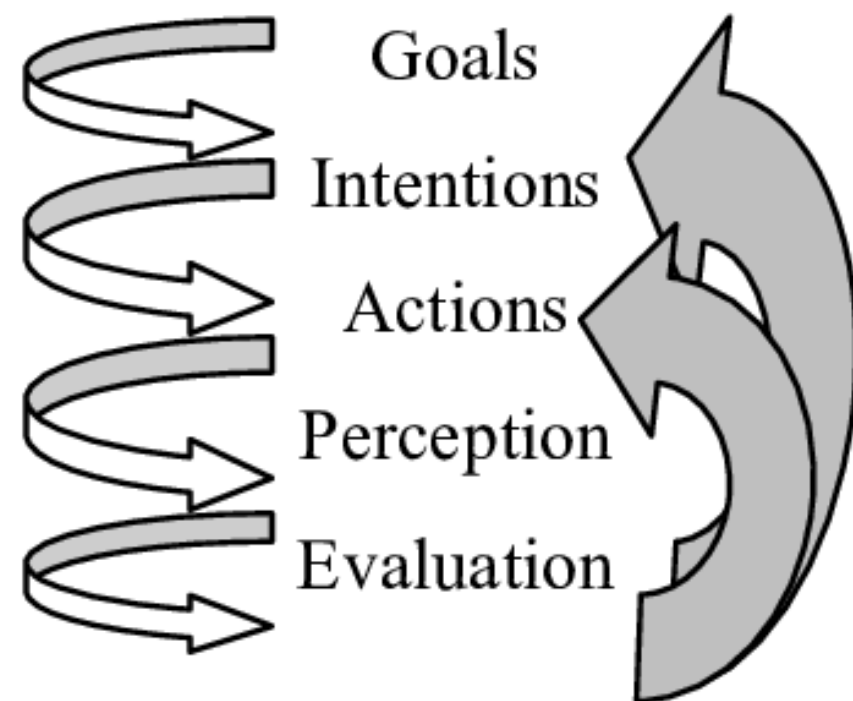
Trace complete.

C:\Users\Cigs>
```

A TYPE OF OPERATING SYSTEM THAT ALLOWS THE USER TO DIRECTLY INTERACT WITH IT WHILE PROGRAMS ARE STILL RUNNING.

There are still lots of these systems in place but the world is also now full of interactive computer systems. These are systems that involve users in a direct way.

NORMAN'S EVALUATION MODEL



IN INTERACTIVE SYSTEMS THE USER AND COMPUTER EXCHANGE INFORMATION FREQUENTLY AND DYNAMICALLY. NORMAN'S EVALUATION/EXECUTION MODEL IS A USEFUL WAY OF UNDERSTANDING THE NATURE OF INTERACTION:

- (i) User has a goal (something to achieve)
- (ii) User looks at system and attempts to work out how he would execute a series of tasks to achieve the goal.
- (iii) User carries out some actions (providing input to the system by pressing buttons, touching a screen, speaking words etc)
- (iv) System responds to the actions and presents results to the user. System can use text, graphics, sounds, speech etc.
- (v) User looks at the results of his action and attempts to evaluate whether or not the goals have been achieved.

WHAT CONSIDER A GOOD INTERACTIVE SYSTEM?

1. User can easily work out how to operate the system in an attempt to achieve his goals.

2. User can easily evaluate the results of his action on the system.



ADVANTAGES & DISADVANTAGES

- Interactive systems are easy to use as the user just enter some command in the system and the system works according to it
- It helps people with disability to perform their task like iPad and other interactive devices increase the efficiency of human daily life activity and decrease time consuming when doing the activity
- interactive system made activity become easy in life such as in education, works or even business

- May cause extra noise pollution (unnecessary voice recognition in public places)
- designing complex and nice gui are difficult and time consuming
- old generation may be difficult to use the current interactive system because it is too advance and complicated for them
- some interactive system may need some guidance for the user to used (text to speech, etc)

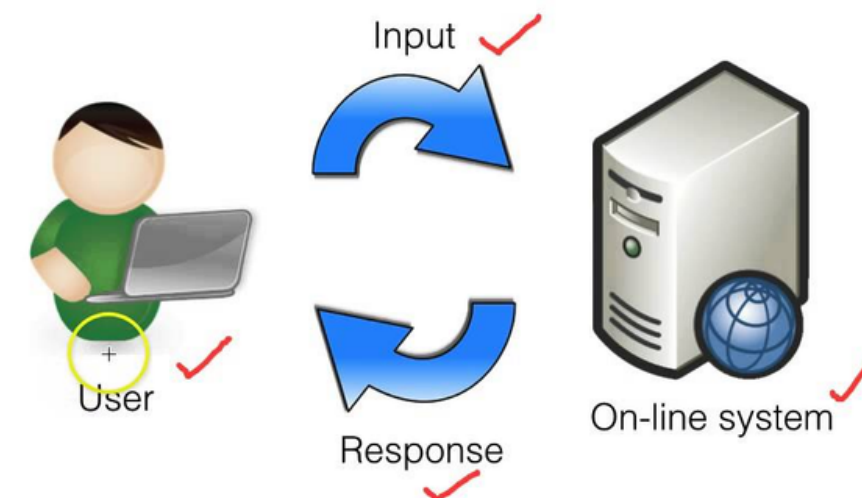


EXAMPLES

- Mobile telephones
- Cash dispensing machines
- The World Wide Web
- Car navigation systems
- Video recorders
- Machines driven call centres (e.g. for telephone banking).
- Workflow system to co-ordinate a teams work-efforts



Online Interactive System



Thank You For Listening

Categories of Operating Systems

