

Section Three: Translation Activities

Point -And-Draw Devices

The keyboard is too cumbersome for some applications, especially those that rely on a graphical user interface (GUI) or require the user to *point or draw*. Interaction with all windows 9x/NT/2000 operating system is via a **graphical user interface (GUI)**. The user-friendly GUI lets you *point and click* with the mouse to navigate between and within programs and to issue commands. The effectiveness of GUIs depends on the user's ability to make a rapid selection from a screen full of menus or graphic icons (each of which represents a program or user operation). In these instances a point-and-draw device, such as a mouse, can be used to *point* and select (click) a particular user option quickly and efficiently. Also, such devices can be used to *draw*. For example, computer artists use mice to create images.

The handheld mouse, or something like it, is a must-have item on any PC or workstation. When the mouse is moved across a desktop, the **mouse cursor** on the display move accordingly. The mouse cursor can be positioned anywhere on the screen. It is displayed as a bracket (I), an arrow (>), a crosshair, or variety of other symbols (for example, %), depending on the current application and its position on the screen. The text and mouse cursors may be displayed on the screen at the same time in some programs, such as word processing. The mouse is either attached to the computer by a cable (the mouse's 'tail') or linked via a wireless connection (either infrared or radio wave).