WIMP components

- WIMP=Windows, Icons, Menus, and Pointing device
- GUI (Graphical User Interface) is too broad
- The screen display for WIMP applications can be broken down into several components:
  - Menu bar
  - Tool palettes and toolbars
  - Document windows
  - Dialog boxes

A typical screen

A typical dialog

Content vs. controls

- The region in the center of the document window is the content
- The regions around the document window (menus, tool palettes and bars, dialogs) are controls
- There are many tools that help with controls but very few that help with content
- Visual appearance, behavior, and code are all standardized for controls
- Content is application-specific

How do we specify dialog layout?

- Method 1: Specify the exact coordinates of every entity:
- Method 2: Specify constraints between items