

## the user interface.

⇒ Draw our user interface by using common components, such as windows, menus and command buttons. The components of user interface are called objects or controls.

⇒ Define the name, color, size and appearance of each user interface object. An object's characteristics are called properties.

⇒ Write instructions in BASIC to make each part of our program do something. BASIC instructions are called commands/code.

⇒ Run our program to see whether it works.

⇒ Fix any errors/bugs in our program.

\* Develop an attractive user interface.

The user interface is what someone sees when our program is running.

Every program has a user interface in one form or another. Some programs have colorful windows