



## ROYAL UNIVERSITY OF PHNOM PENH

Master of Science in Information  
Technology Engineering

Software Development

### UNIVERSAL SCHEME OF DESCRIPTION OF GRAPHICAL USER INTERFACE FOR PROGRAMMING LANGUAGES

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**Field related:** Theory and Method of Translation, Programming Language

#### **Abstract**

When people talk about the scientific basis for designing graphical user interfaces, primarily mention the term HCI. In European countries, HCI – is a complete profession which is taught at universities, issuing diplomas specialist HCI. Unfortunately, in Cambodia HCI is not particularly popular example, we have not too many an expert of HCI.

On the other hand the problem of constructing high-quality graphical user interface is compounded by a large number of currently existing development environments. For example, I have prepared already high-quality interface text-editor, developed in Visual Studio; it is difficult to apply this interface in other environments such as Kylix programming for the Linux operating system.

There is a need to develop a concept and the appropriate tools to implement the possibility of forming of universal graphical user interface, which can then be used in any programming environments.