CHAPTER 7

## **Command and Natural Languages**

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إرشادات لغة الاوامر

Natural Language in Education

اللغة الطبيعية في التعليم

Precision

Compactness

Ease in writing and reading

Speed in learning

Simplicity to reduce errors

Ease of retention over time

Higher-Level Goals of Language Design

أهداف المستوي الأعلى للتصميم اللغوي

The Basic Goals of Language Design

الأهداف الاساسيه للتصميم اللغوى

Close correspondence between reality and the notation

Convenience in carrying out manipulations relevant to user's tasks

Compatibility with existing notations

Flexibility to accommodate novice and expert users

Expressiveness to encourage creativity

Visual appeal

text editing

electronic mail

financial management

airline or hotel reservations

inventory

manufacturing process control

gaming

# Functionality to Support User's Tasks

وظائف لدعم مهام المستخدم

**Designers should** 

- determine functionality of the system by studying users' task domain
- create a list of task actions and objects
- abstract this list into a set of interface actions and objects
- represent low-level interface syntax
- create a table of user communities and tasks, with expected use frequency
- determine hierarchy of importance of user communities (i.e. prime users)
- evaluate destructive actions (e.g. deleting objects) to ensure reversibility
- identify error conditions and prepare error messages
- allow shortcuts for expert users, such as macros and customizing system parameters

Follow each command by one or more arguments that indicate objects to be manipulated, e.g.

Keyword labels for arguments are helpful for some users, e.g. COPY FROM=FILEA TO=FILEB.

PRINT FILEA, FILEB, FILEC

PRINT/3,HQ FILEA

PRINT (3, HQ) FILEA

PRINT FILEA -3, HQ

Error rates and the need for extensive training increase with the

number of possible options.

Command plus arguments options

الأوامر بإضافة الحجج الخيارات

## The Benefit of Structure

فوائد الهيكلة

Human learning, problem solving, and memory are greatly facilitated by meaningful structure.

## **Beneficial for:**

task concepts

computer concepts

syntactic details of command languages

## **Consistent Argument Ordering**

### **Inconsistent order of arguments**

SEARCH file no, message id

TRIM message id, segment size

REPLACE message id, code no INVERT group size, message id

### **Consistent order of arguments**

SEARCH message id, file no

TRIM message id, segment size

REPLACE message id, code no INVERT message id, group size

# Hierarchical Command Structure

التسلسل الهرمي لهيكلة الاوامر

The full set of commands is organized into a tree structure

5x3x4 = 60 tasks with 5 command names and 1 rule of formation

| Action  | Object    | Destination    |
|---------|-----------|----------------|
| CREATE  | File      | File           |
| DISPLAY | Process   | Local printer  |
| REMOVE  | Directory | Screen         |
| СОРУ    |           | Remote printer |
| MOVE    |           |                |

## Symbols versus Keywords

Command structure affects performance

#### Symbol Editor

#### Keyword Editor

FIND:/TOOTH/;-1

BACKWARD TO "TOOTH"

LIST;10

LIST 10 LINES

RS:/KO/,/OK/;\*

CHANGE ALL "KO" TO "OK"

|                     | Percentage of<br>Task Completed |         | Percentage of<br>Erroneous Commands |         |
|---------------------|---------------------------------|---------|-------------------------------------|---------|
|                     | Symbol                          | Keyword | Symbol                              | Keyword |
| Inexperienced users | 28                              | 42      | 19.0                                | 11.0    |
| Familiar users      | 43                              | 62      | 18.0                                | 6.4     |
| Experienced users   | 74                              | 84      | 9.9                                 | 5.6     |

## **Naming and Abbreviations**

There is often a lack of consistency or obvious strategy for construction of command abbreviations.

#### **Specificity Versus Generality**

| Infrequent, discriminating words            | insert   | delete   |
|---|----------|----------|
| Frequent, discriminating words              | add      | remove   |
| Infrequent, nondiscriminating words         | amble    | perceive |
| Frequent, nondiscriminating words           | walk     | view     |
| General words (frequent, nondiscriminating) | alter    | correct  |
| Nondiscriminating nonwords (nonsense)       | GAC      | MIK      |
| Discriminating nonwords (icons)             | abc-adbc | abc-ab   |

Simple truncation: The first, second, third, etc. letters of each command.

Vowel drop with simple truncation: Eliminate vowels and use some of what remains.

# Six Potential abbreviation Strategies

ستة استر اتيجيات للاختصار ات المحتملة

First and last letter: Since the first and last letters are highly visible, use them.

First letter of each word in a phrase: Use with a hierarchical design plan.

Standard abbreviations from other contexts: Use familiar abbreviations.

Phonics: Focus attention on the sound.

#### **Guidelines for using abbreviations**

إرشادات لاستخدام الاختصارات

#### Ehrenreich and Porcu (1982) offer this set of guidelines:

- A *simple* primary rule should be used to generate abbreviations for most items; a *simple* secondary rule should be used for those items where there is a conflict.
- Abbreviations generated by the secondary rule should have a marker (for example, an asterisk) incorporated in them.
- The number of words abbreviated by the secondary rule should be kept to a minimum.
- Users should be familiar with the rules used to generate abbreviations.
- Truncation should be used because it is an easy rule for users to comprehend and remember. However, when it produces a large number of identical abbreviations for different words, adjustments must be found.
- Fixed-length abbreviations should be used in preference to variable-length ones.
- Abbreviations should not be designed to incorporate endings (ING, ED, S).
- Unless there is a critical space problem, abbreviations should not be used in messages generated by the computer and read by the user.

## Command-language guidelines

إر شادات لغة الاو امر

- Create explicit model of objects and actions.
- Choose meaningful, specific, distinctive names.
- Try to achieve hierarchical structure.
- · Provide consistent structure (hierarchy, argument order, action-object).
- Support consistent abbreviation rules (prefer truncation to one letter).
- Offer frequent users the ability to create macros.
- Consider command menus on high-speed displays.
- Limit the number of commands and ways of accomplishing a task.

### Natural-language interaction

Natural-language queries and question answering

**Text-database searching** 

**Natural-language text generation** 

Adventure games and instructional systems

**Natural Language in Education** 

اللغة الطبيعية في التعليم