

Guide to Microsoft Family of Graphical Operating Systems

From DOS to Windows and OS/2

The Graphical User Interface

Peter
Some comments.
pls see me
Hx/Skid

The debate over the value of a graphical user interface is over. The increasing video capabilities of standard PC hardware; the demand for easy-to-learn, rich applications, ; and the growing use of PCs for explicitly graphical tasks, such as publishing, CAD, and business presentations have made clear the value of a consistent graphical interface. Users and software developers must now decide when, not if, to make the move to a graphical environment, and how to manage the transition from the existing world of character-based applications.

Microsofts answer to this need is provide users a choice of how they want to migrate to a graphical environment by providing a family of graphical operating systems, Windows and OS/2 Presentation Manager. They are a family in the sense they share the same user interface—how they look on a computer screen and how applications use them to display themselves on the screen. In fact, Microsoft(r) Windows(tm) and OS/2 Presentation Manager have established the SAA interface as the PC standard, and it is rapidly becoming the most familiar user interface in the world. Twenty-eight of the top thirty software developers are writing applications for OS/2 Presentation Manager; and two of every three new PC applications are being written for PM or Windows.

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Windows Completes DOS

The success of Microsoft Windows over the past two years indicates that many people want a simple, low-cost way to use a graphical interface without burning their bridges to the familiar DOS world.

Windows 3.0 not only brings to DOS users an advanced graphical shell that is more functional than the Macintosh, it also solves DOS memory constraints that have frustrated users and software developers alike. Windows 3.0 is essentially a DOS extender for Windows applications, allowing them to access memory beyond 640K while still running on DOS. It also has the ability to run more than one Windows application at a time. On a 386(r) machine, Windows 3.0 can run more than one DOS application at a time as well. Windows 3.0 requires only 1 Mb of memory to run, providing an economical way for corporations to move their installed base of PCs to the industry-standard graphical user interface. Since Windows completes DOS, Microsoft will continue to design it to work optimally on 1Mb 286 PCs so that it can be supported across the broadest range of DOS systems.

OS/2 -- The Successor to DOS

OS/2 is a superset of Windows and DOS. OS/2 has been developed to be the long term operating system platform for the 1990's. It is a robust operating system which provides true multitasking, complete memory management, sophisticated interprocess communications capabilities and a rich graphics subsystem.

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Although OS/2 employs DOS user conventions, It is intended to serve as the platform for a new class of applications. OS/2 integrates many applications on the workstation and across a network.

Good emphasize next & integration

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