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# Enhancing agriculture with digital transformation through human-computer interaction

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**Abstract**

Over the past few decades, there has been a major evolution in Human-Computer Interaction (HCI) due to rapid technological breakthroughs and changing user expectations. This review article aims to give readers a thorough grasp of the complex field of human-computer interaction by synthesising recent research and breakthroughs. The first section of the review looks at the fundamentals of HCI, such as user-centered design techniques, accessibility, and usability. It looks at how HCI has evolved to include a wide range of interfaces and devices, including wearable technologies, virtual reality, and mobile devices, in addition to classic desktop computing. The review also explores new developments in HCI, such as affective computing, gesture detection, and natural language processing. It discusses how machine learning and artificial intelligence can be used in HCI systems to provide users with more tailored and flexible experiences. It also examines how HCI is used in various fields, such as productivity tools, healthcare, education, agriculture, and entertainment. This review paper highlights the interdisciplinary character of HCI and the continuous effort to develop seamless interactions between people and computers while offering insights into the field's present and future directions. Through comprehension of these developments and patterns, scholars and professionals can aid in the creation of computing systems that are more user-friendly, effective, and inclusive.

**Keywords:** Agriculture, human-computer interaction, interface design, sustainability, user experience

## Introduction

The study of how people interact with computers is known as human-computer interaction. As of right now, there is no universally accepted description for the wide range of subjects that include human-computer interaction (Lazar *et al.*, 2017) [42]. However, in order to create and produce educational materials for the field, we must first characterise it. Consequently, a workable definition that allows us to begin the process of actually choosing what has to be taught has been proposed (Seels & Richey, 2012) [73]. Human-computer interaction (HCI) is the study of communication between a human and a machine it incorporates both machine and human supporting knowledge (Holzinger, 2013) [30]. Techniques in operating systems, programming languages, development environments, and computer graphics are pertinent on the machine side. The fields of communication theory, industrial and graphic design, linguistics, social sciences, cognitive psychology, and human performance are pertinent to the human condition. Of course, engineering and design methodologies are important as well (Guastello, 2023) [24].

It is also referred to as MMI (Man Machine Interaction) or CHI (Computer Human Interface). It is focused on implementation, assessment, and design (Alao *et al.*, 2019) [2]. It serves to create an atmosphere that is easy to utilise. Digital devices are utilised by humans for a multitude of purposes. Designing systems with human-computer interaction (HCI) in mind makes them accessible, reliable, efficient, and useable (Jetter *et al.*, 2014) [36]. A lack of communication can cause poor user interface design. Using several task models offers methods for cutting down on design time. HCI is influenced by a number of disciplines (Jeon, 2017) [35].

Human-computer interaction plays a crucial role in improving the socioeconomic status of people by enhancing their access to information, opportunities, and resources. HCI technologies and systems facilitate seamless interaction between individuals and computers, making it easier for people to engage with various digital platforms and services. These interactions enable individuals to access educational resources, job opportunities, financial services, and other important resources that can uplift their socioeconomic status (Prusty & Mohapatra, 2021) [62]. This can be seen in the use of information systems and technologies in organizations and communities, where IT tools improve efficiency and productivity, leading to better economic

outcomes and increased employment rates (Prusty *et al.*, 2020). [64] HCI technologies can also provide training and skill development opportunities, especially for marginalized populations, helping them acquire new skills that are in demand in the job.

**HCI Components**

Three interrelated elements make up human-computer interaction (HCI): the human, the computer, and their interaction (Meena & Sivakumar, 2014) [50]. Computer inferences are used by humans to accomplish a variety of tasks. The conduit that makes it possible for any user to communicate with a computer is called an interface (Hibbeln *et al.*, 2017) [27]. A lot of HCI is concerned with interfaces. To begin creating interfaces that work, we must first comprehend the capabilities and constraints of each component. Input-output channels vary between computers and humans (Kim, 2015) [38].

**Humans**

a. Short-term memory
b. Sensory memory
c. Visual perception
d. Auditory perception
e. Tactile perception
f. Speech and voice (Cieśla *et al*., 2019) [12]

**Computers**

a. Text input devices
b. Speech recognition
c. Mouse / touchpad / keyboard
d. Eye-tracking
e. Display screens
f. Auditory displays
g. Printing abilities (Hinckley *et al*., 2014) [28].

**A multidisciplinary discipline: HCI**

Several disciplines are interested in HCI. In addition to computer science, electronics, and information technology, it also attracts interest from a number of other sectors, including human factors, cognitive and behavioural science, interface device development, empirical research, and graphic design, among many others. Regarding the characteristics of Human-Computer Interaction, the fields have been discussed. As per ACM SIGCHI, computer science functions as a supporting discipline in the Basic discipline and other related disciplines (Dix, 2017) [16].

The focus of HCI would be defined differently from computer science from other academic points of view, just as the focus of a definition of the databases area would differ from computer science to business (Hjørland, 2013) [29]. Broadly speaking, HCI is an interdisciplinary field. It is becoming more and more of a speciality issue within a number of disciplines, each with its own emphasis: computer science (Blackwell, 2015) [7] (human interface engineering and application design), psychology (applying theories of cognitive processes and studying user behaviour empirically), sociology and anthropology (interactions between technology, work, and organisation), and industrial design (interactive products) (Pineda, 2014) [61]. From the standpoint of computer science, other fields are auxiliary fields, in the same way that mechanical engineering is auxiliary to robotics, or physics is auxiliary to civil engineering (Demertzis *et al.*, 2023) [15]

The fact that design challenges have a context and that the problem's larger context might invalidate an overly narrow optimisation of a particular aspect of a design is a lesson that engineering disciplines frequently learn (Wasson, 2015) [81]. Therefore, even from a strictly computer science standpoint, it is helpful to define the issue of human-computer interaction broadly enough to assist practitioners and students in avoiding the common mistake of designing outside of the problem's context (MacKenzie, 2024) [45].

**Idea of human**

In this context, "Human" really refers to an abstraction of a set of people who would genuinely utilise a specific interface an end-user. In order to make this abstraction useful during the user interface design process, it is based on a relevant subset of any user's characteristics, (Ko *et al*., 2011) [39] which may include the computer interfaces that the user is comfortable with (either because they are intuitive or because they have been used previously), the user's technical proficiency and level of knowledge in particular fields or disciplines, and any other information deemed pertinent for a particular project. Thus, the human being in question is employed in many contexts. They are listed below: (Eraut, 2012) [20].

a. Humans are classical computer users, meaning they have a general understanding of how to use computers based on their prior exposure and experience. For them, a more feature-rich and intricate user interface is possible. Bank managers and students are two instances of traditional consumers of banking software (Janarthanam, 2017) [34].
b. Humans are specialised users, meaning they have little to no experience with computers. They had no prior computer experience. Users of ATMs, for instance, might not have had enough experience with computers, or a disabled person might be using specialised software for a specific purpose (Raja, 2016). [67]
c. A group of people, or multiple users engaging through software, is referred to as a human. Consider a scenario where two individuals are chatting on a web-based messaging programme (Herring, 2013) [26].
d. Humans are organised entities, whether through computer-assisted communication or through the collaborative character of tasks carried out by the system. For instance, banking software (Grudin, 2022) [23].

**Idea of a computer**

The most common types of computers are workstations or desktop PCs. Workstations may give way to embedded computing devices, such those found in microwave ovens or sections of spacecraft cockpits, as computers (Ritter *et al*., 2014) [69]. It is advantageous to examine these interface design techniques together with workstation interface design techniques since they are so closely related to one another (Gilmore, 2012) [21]. A computer may also exist as a network of computers. Another example of a robot could be a computer that we can instruct to achieve specific goals. Human-computer interaction, on the other hand, focuses on a smaller class of devices and examines both the human and mechanism sides (Grudin, 2022) [23].

**Idea of communication**

An action known as interaction takes place when two or more items influence one another. As opposed to a one-way causal effect, the concept of interaction requires the idea of a two-way effect (Indarti, 2010) [32]. A driver's interaction with his or her car's position on the road, for instance, is an example of interaction; by steering, the driver affects this position, and by looking, the driver receives this information back (Louw & Merat, 2017) [44]. By making computers more user-friendly and sensitive to the demands of the user, HCI aims to enhance the interaction between humans and computers. HCI is specifically focused on (Zhao, 2016) [83].

a. Interface design methodologies and procedures (i.e., create the best interface feasible within the restrictions provided, optimising for a desired feature like learnability or efficiency of usage) (Dudley & Kristensson, 2018) [17].
b. Techniques for putting interfaces into practice (such as effective algorithms and software toolkits and libraries) (Maier, 2013) [46].
c. Methods for assessing and contrasting interfaces
d. Creating novel user interfaces and interaction strategies
e. Developing theories of interaction and models that are both predictive and descriptive (LaViola, 2017) [41].

**HCI: A triple discipline**

Human Computer Interaction is concerned with three phases of interactive computing systems for human use whereas

a. Design
b. Implementation
c. Evaluation (Baxter & Sommerville, 2011) [5]

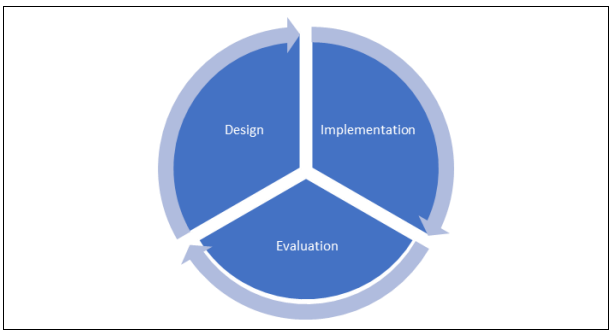


**Fig 1:** Three major tasks in HCI design

Software that takes human input-such as commands or data is referred to as interactive computing in computer science. The majority of widely used programmes, like word processors and spreadsheet apps, are interactive software. Compilers and batch processing apps are two examples of non-interactive programmes that function without requiring human interaction (Merino, 2022) [52]. Some systems attempt to accomplish this by implementing social interfaces; if the answer is sufficiently complicated, it is considered that the system is performing social interaction (Kerr, 2013) [37].

**The past of human-computer interaction**

The various generations of computing equipment are frequently mentioned while discussing the history of computer development. Every computer generation is distinguished by a significant technological advancement that profoundly altered the nature of computers and led to ever-smaller, more affordable, powerful, dependable, and efficient machines (Cortada, 2020) [14].The focus has switched from people-centred computing, which emphasises very high level interaction and computers made up of hardware, software, and algorithms, to system-centred computing, which involves no interaction and computers made up of hardware and machine level code (Oviatt & Cohen, 2022) [59].

The difference between humans and machines in the first computers was enormous. Programming at the hardware level existed. The second generation of computers used mnemonic communication, or assembly language programming during the microprocessor era (Collen & Kulikowski, 2015) [13]. The difference was closed at the third level generation, or algorithmic level, or high-level programming (software era). By the third generation, or embedded period, the gap had significantly narrowed to intelligence-level programming, or automatic programming (natural language processing) (Jackson, 2019) [33]. Ultimately, human-computer communication at the fifth level generation is at the human level, i.e., based on human elements in computation, psychology, perception, and cognition (HCI era) (Xu *et al.*, 2021) [82].

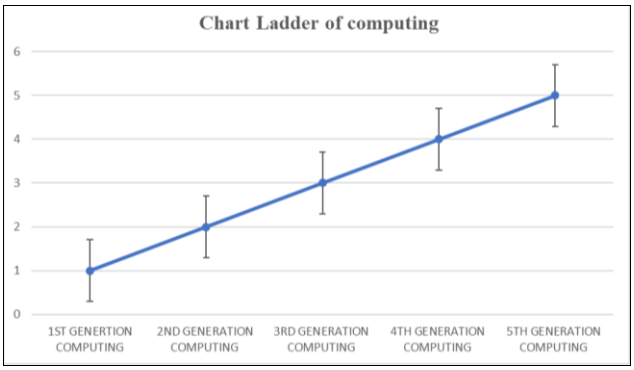


**Fig 2:** HCI and its evolution

**The past events of HCI are mentioned below**

a. The early computers were big and expensive, and they were quite hard to use. Engineers and professionals used it (Brooke, 2013) [9].
b. In 1945, the Electronic Numerical Integrator and Computer, or ENIAC, was introduced. It was the first general-purpose, programmable digital computer (Haigh *et al.*, 2016) [25].
c. A computer could be accessed using a command line interface (CLI) in the middle of the 1960s. CLI require little memory usage and are lightweight. (Englander & Wong, 2021) [19].
d. The 1980s are when HCI is most in demand. Leading companies in the industry, including as Apple and Microsoft, are essential to the advancement of HCI in the present era. A GUI (Graphic User Interface) application was developed with ease of use, comprehension, and visualisation in mind. (Ejaz *et al.*, 2019) [18].
e. In 1981, XEROX STAR was made available. It had an integrated Ethernet network and protocol, as well as a mouse-driven graphical user interface. A laser printer was also included. This was seen as being well ahead of its time. When the Apple Lisa was released in 1983,

two years later, it provided a graphical user interface centred around documents and based on the desktop metaphor (O'Regan, 2015) [57].

f. The ground breaking Macintosh was first released in 1984. Its attractive graphic user interface and wide selection of fonts increase readers' interest in your content. (Hyndman, 2016) [31].
g. The internet begins its journey in the 1990s. Social networking sites like Email make it incredibly simple for people to communicate with each other. Tim Berners-Lee is credited with creating the World Wide Web (WWW). It is a means of information sharing (Tomer, 2014) [78].
h. The terms "mobile," "laptop," and "tablet" were popular in 2000. These devices give the user greater versatility. The user can communicate with anyone, anywhere. Enter smart phones. To choose anything, the user does not require a mouse or other pointing device. They can interact with the device with their fingers. Additional features include an integrated music player, camera, Internet, GPS, gaming, video conferencing, and a host of other capabilities (Turchet *et al.*, 2018) [80].
i. NINTENDO released the Wii in 2006. It gained notoriety for having a portable, 3D-detecting remote controller on the back of it. Through various games, it allows players to replicate sports and activities that occur in the actual world. XBOX and other gaming consoles were made possible by this (Migliore, 2021) [53].
j. Microsoft created the Windows 10 operating system series, which was made available in 2015. It improved consistency in the user experience across various device classes. Microsoft created Windows 10 to be compatible with a variety of devices in response to the growing demand for and availability of laptops and computer systems (Bott & Stinson, 2020) [8].
k. The Oculus Rift VR revolutionised the field of virtual reality. It was introduced in 2016. For the most part, the Rift is a gaming device. It may, however, watch traditional films and videos from within the virtual theatre setting. Universities and schools are using it more and more as a teaching tool (Campbell *et al.*, 2016) [10].

## HCI application across several domains

Application development and design are included. Desktop programmes, online applications, and mobile apps are all included in this category. Healthcare, finance, education, networking, and many other fields are among the many areas in which these applications are employed (Radianti *et al.*, 2020) [66]. The application of HCI among different domains are mentioned in Fig 3 and discussed below.

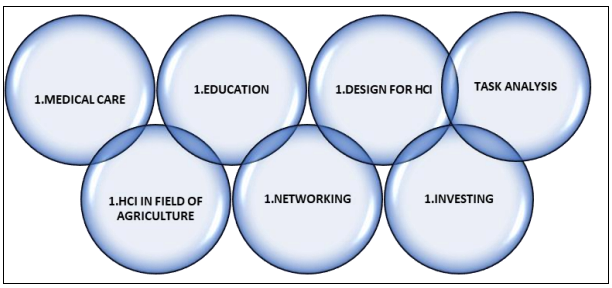


**Fig 3:** Applications of HCI

### Medical care

Nowadays, patients have a plethora of options. With simply a smartphone app, they can make doctor visits and purchase medications online. Formerly extremely perilous, surgery is currently undergoing a transformation thanks to augmented reality (AR) and virtual reality (VR). The doctor can now see the procedure with 3D animations. New surgeons can receive training from it (Papagiannis, 2017) [60].

Application of human computer interaction for health care awareness can greatly improve patient outcomes and overall well-being. Satapathy *et al.* (2021) [72] emphasised the importance of strengthening the health extension program to provide participatory nutrition education, create awareness, and develop better child feeding and caring practices. It is important to strengthen the health extension program to provide participatory nutrition education, create awareness, and develop better child feeding and caring practices. The HCI can assist in extension approaches to overcome challenges and promote healthy behaviors within communities.

### Education

Students may now comprehend any idea with greater ease. The internet has a plethora of resources available these days. Thanks to clever classroom technology, learning is now highly engaging in the classroom. Students can actually visualise any concept very quickly with the aid of AR/VR. Online learning is an alternative for students. It was not possible for pupils to leave their homes during COVID-19. They can choose to learn online in this case (Octaberlina & Muslimin, 2020) [58]

### Investing

The general public is no longer required to wait in lengthy bank lines. With net banking or mobile banking, they can obtain banking solutions directly from their homes. These apps also give users a safe space to stay away from online fraud (Beju & Făt, 2023) [6].

### Networking

These days, networking is fairly simple. Both commercial and social media networking are included. We may now connect and exchange ideas with anyone very easily. It expedites the job search process (Bacon, 2012) [4].

### Task analysis & design process

The Design Process is a methodical methodology that designers use to tackle complicated challenges and choose the best course of action. It is a structural approach that aids designers in formulating, organising, and carrying out their concepts in order to tackle challenging challenges. Design is essential to any product or service's ability to meet and delight customers in today's environment of constant change. This essay will explore the realm of design methodologies and highlight some of the key components of task analysis and applications the design process (Stickdorn & Schneider, 2012) [77].

### Design for HCI

The multidisciplinary discipline of human-computer interaction design places a strong emphasis on human-computer interaction. Ensuring the efficiency and user-

friendliness of computer systems is crucial to facilitating seamless human-computer interaction (Grudin, 2022) [23]. A few of the essential components of are:

**User-centric design**
The main goal of HCI design is to make a computer system as easy to use as feasible. To that end, it is advised that the computer be designed with user-friendliness as the primary consideration. This method considers the user's needs and preferences at every stage of the design process (Arrighi & Mougenot, 2019) [3].

**Prototype**
Most of the time, designers build a prototype of the finished product, provide it to users to test out in advance, and solicit their input so that the final product may be improved and has fewer issues (Grudin, 2017) [22].

**Accessibility**
Systems that are usable by everyone, including those with disabilities, must be considered by HCI designers. That being said, they made sure that everyone could utilise the system by designing it with guidelines (Ritter *et al.*, 2014) [69].

**Ui design**
The User Interface (UI) is the first thing that users encounter while using any system, and an application with a simpler UI is used by more users. So, in order to create a user interface (UI) that is easy for everyone to use, the designers employ a variety of design software (McKay, 2013) [49].

**HCI in field of agriculture**
In agriculture, human-computer interaction, or HCI, refers to the design, development, and research of interactive technologies and systems that enable productive, easy-to-use, and efficient human-computer interactions using computer-based agricultural instruments, equipment, and systems. Agriculture, being a crucial sector for economic and social development, needs to incorporate modern technologies and innovative solutions to enhance productivity and sustainability. One such area of focus is human-computer interaction in agriculture. Human-computer interaction in agriculture refers to designing, developing, and researching interactive technologies and systems that enable productive, easy-to-use, and efficient human-computer interactions using computer-based agricultural instruments, equipment, and systems.

**User-friendly design**
A user-friendly approach is promoted by HCI in agriculture. This entails being aware of the requirements, preferences, and limitations of the many parties involved in agriculture, such as farmers, agronomists, researchers, and legislators. Agricultural technologies that are designed with a thorough grasp of user requirements are certain to be user-friendly, easily accessible, and efficient (Abubakari, 2022) [1].

**Interaction agriculture equipment and devices**
Aiming to improve several facets of farming methods, interactive agricultural tools and devices are developed using HCI concepts. Mobile apps, wearable technology, sensor-based apparatuses, and human-machine interfaces designed for certain agricultural tasks including crop monitoring, irrigation control, pest management, and harvest optimisation are a few examples of these tools (Qu, 2021) [65].

**Information visualisation and decision making systems**
Designing data visualisation user interfaces and agricultural decision support systems is a major responsibility of human-computer interaction (HCI). Farmers and other stakeholders may now understand intricate agricultural data, including crop health indices, weather patterns, soil conditions, and market movements, thanks to these technologies. In order to maximise agricultural productivity and sustainability, HCI assists users in making decisions by presenting information in an intuitive and visually appealing manner (Marques, 2017) [48].

**Mobility and accessibility**
The goal of human-machine interface (HCI) in agriculture is to guarantee that agricultural technologies are inclusive of users with varying backgrounds, skills, and degrees of technology literacy (Rout *et al.*, 2020) [70]. In order to democratise access to agricultural information and resources, this entails building interfaces and interactions that accommodate users with diverse levels of digital competency, language proficiency, and physical ability (Munoz, 2023) [55].

**Field analysis and public feedback**
To do field evaluations and collect user feedback on agricultural technologies in practical settings, HCI approaches are used. The usability, efficacy, and user satisfaction of agricultural instruments and systems are evaluated through user studies, usability testing, and participatory design techniques (Sahoo *et al.*, 2021) [71]. Agricultural technology is tightly aligned with user needs and expectations thanks to iterative modification based on user feedback (Sran, 2021) [75].

**Incorporation of upcoming systems**
In order to improve agricultural operations, HCI in agriculture investigates the integration of cutting-edge technologies including augmented reality, machine learning, artificial intelligence, and the Internet of Things (IoT). In addition to presenting new usability, privacy, and ethical concerns that HCI researchers and practitioners must solve, these technologies also present new potential for developing creative agricultural solutions that increase production, efficiency, and sustainability (Stephanidis *et al.*, 2019) [76]. Human computer interaction can be used to improve extension strategies for agricultural technologies. There is a need to improve the approach in extension strategies for better dissemination of technologies to farmers and other stakeholders in the agricultural sector (Meena *et al.*, 2020) [51]. This can help increase adoption rates and ultimately improve agricultural productivity and sustainability. Additionally, incorporating user-friendly interfaces and interactive tools can enhance the overall user experience and facilitate a better understanding of the technologies being disseminated. By focusing on improving the human-computer interaction aspect of extension strategies,

stakeholders can ensure that farmers are more receptive to adopting new agricultural technologies.

**HCI'S present uses and possible future uses**

**a. Users Interface**

To make user interfaces for software programmes, websites, and mobile apps intuitive, simple to use, and interesting for users, human-computer interaction (HCI) is widely employed in their design (Kim, 2015) [38].

**b. Augmented reality (AR) and virtual reality (VR)**

In order to provide effective interactions between users with virtual environments or augmented information overlays, human-computer interaction (HCI) plays a critical role in the development of VR and AR systems. (Lee *et al*., 2021) [43].

**c. Gaming**

Hand gesture recognition, motion tracking, and other interactive technologies are used in the gaming industry to offer realistic gaming experiences that improve gameplay (Kulshreshth & LaViola, 2015) [40].

**d. Healthcare**

To improve patient care and accessibility, human-computer interaction (HCI) is being used more and more in the healthcare industry to design user-friendly interfaces for medical devices, patient monitoring systems, telemedicine platforms, and electronic health records (Malviya *et al.*, 2023) [47].

**e. Education**

By utilising HCI, educational technology may produce digital educational resources that are customised to each student's needs, interactive learning environments, and adaptive learning systems (Troussas & Sgouropoulou, 2020) [79].

**f. Intelligent Home Systems**

Voice commands, smartphone apps, and user-friendly interfaces enable consumers to connect with and manage a variety of appliances and equipment in their homes. Human-computer interaction (HCI) is a key component of smart home interface design (Cho & Choi, 2020) [11].

**g. Accessible Technology**

To ensure smooth user engagement with wearable technologies like smartwatches, fitness trackers, and augmented reality glasses, human-computer interaction (HCI) is essential in their development (Siean & Vatavu, 2021) [74].

**h. Automotive Interface**

To create a safe and convenient driving experience, human-computer interaction (HCI) is utilised in the design of user interfaces for vehicle infotainment systems, navigation systems, and driver-assistance technologies (Rhiu *et al.*, 2015) [68].

**i. Accessibility**

In order to promote inclusivity and equitable access to digital resources and services, human-computer interaction (HCI) plays a critical role in the design of interfaces and technologies that are usable by people with impairments (Ntona *et al.*, 2018) [56].

**j. Future events Applications**

As artificial intelligence, natural language processing, and brain-computer interfaces advance, HCI is predicted to keep changing. This will create opportunities for more natural and immersive human-computer interactions, such as direct mind-machine communication and cognitive computing systems (Monteiro *et al.*, 2021) [54].

**Conclusion**

We have explored the many facets of human-computer interaction (HCI), from interface design to interactive technologies, usability to user experience (UX). In conclusion, this review article has covered a wide range of topics. After the literature was thoroughly examined, a number of recurring motifs and important revelations were apparent. First of all, it's clear that technological breakthroughs like augmented reality, ubiquitous computing, and artificial intelligence are driving a significant revolution in HCI. Along with increasing contact opportunities, these advancements have also brought out new privacy, security, and ethical problems. Moreover, the literature has consistently emphasised the significance of user-centered design concepts. Improving usability and creating enjoyable experiences require systems and interfaces to be designed with the requirements, preferences, and capabilities of users at the forefront. Furthermore, it is impossible to overestimate the influence of environmental elements, such as individual traits and cultural variances, on interaction dynamics. Moreover, a recurrent subject in HCI research is the integration of interdisciplinary views. Working together, psychologists, computer scientists, designers, and other interested parties have improved our knowledge of how people behave and think when using technology. These kinds of multidisciplinary methods are crucial for solving difficult problems and fostering innovation in HCI. The increasing popularity of immersive technologies like virtual reality and mixed reality has made it more important than ever to comprehend the subtleties of interaction in these settings. HCI researchers and practitioners have both possibilities and challenges when it comes to investigating new interaction paradigms and creating user-friendly interfaces for immersive experiences. It seems obvious that HCI will keep changing in response to new developments in technology and societal trends in the future. The boundaries of interaction are always being pushed, from wearable technology to smart settings, which calls for constant research and development. In order to make sure that technology promotes society as a whole, it is also important to carefully evaluate the ethical implications of HCI, including concerns about inclusivity, accessibility, and algorithmic prejudice. As a conclusion, this paper emphasises how dynamic HCI is and how crucial it is to promote user-centric design and implementation methods, interdisciplinary teamwork, and ethical considerations. Scholars and industry professionals can further human-computer interaction (HCI) and create more significant and impactful encounters by adopting these ideas.

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