

B.TECH. DEGREE EXAMINATIONS: NOV/DEC 2010

Seventh Semester

INFORMATION TECHNOLOGY

U07CSE07: User Interface Design

Time: Three Hours

Maximum Marks: 100

Answer ALL Questions:-

PART A (10 x 1 = 10 Marks)

1. A system must be sensitive to the differing needs of users, enabling a level and type of performance. This property belongs to
a) Control b) Consistency c) Flexibility d) None
2. An interface must be
a) Extension of a Person b) Respond to specific need c) a & b d) None
3. The average speed of human's proof reading text on a monitor is
a) 250-300 words/min b) 200 words/ min c) 180 words/min d) 150-160 words/min
4. Which of the following is not a direct method for determining requirements?
a) Marketing and sales b) Focus Group
c) Face to face Interview d) Requirement Prototyping
5. A pane is the viewing area of _____.
a) Command Area b) Split Box c) Work Area d) Size Grip
6. Button is _____ control.
a) Text Entry / Read only b) Operable c) Selection d) Custom
7. _____ possesses the technical qualities of syntactics, semantics and pragmatics.
a) Icon b) Graphics c) Images d) All of the above
8. _____ disabilities include memory impairments and perceptual problems.
a) Seizure b) Cognitive c) Language d) Hearing
9. The Evaluation of Interface under real world are control conditions are _____.
a) Heuristic Evaluation b) Think allow Evaluation
c) Cognitive Walk through d) Usability test

10. Grouping can be enhanced through the use of _____

- a) Proto types
- b) Borders
- c) Aesthetics
- d) Consistency

PART B (10 x 2 =20 Marks)

- 11. What is extranet?
- 12. List the Five Commandments used in designing for people.
- 13. What are the common usability problems?
- 14. What is the role of focus group in business function?
- 15. What are Keyboard Accelerators?
- 16. Describe Spin Boxes.
- 17. Define Internationalization.
- 18. What are factors influencing the usability of icons?
- 19. List out the advantages of Cognitive Walk through.
- 20. What is usability testing?

PART C (5 x 14 =70 Marks)

- 21. a) Explain the Principles of User Interface Design in detail. **(OR)**
b) Explain the Characteristics of Graphical User Interface.

- 22. a) Explain in detail, the important Human Characteristics in design. **(OR)**
b) Discuss the methods and guidelines involved in determining Business function.

- 23. a) Discuss about the structure and functions of menus with suitable examples. **(OR)**
b) Explain in detail about the human considerations in screen design.

- 24. a) Discuss the methods used for choosing colors. **(OR)**
b) Explain about accessibility and types of disabilities in detail.

- 25. a) Write short notes on usability testing and interface-building tools. **(OR)**
b) Describe in detail about different kinds of tests employed in user interface design.
