

Register Number:

B. E DEGREE EXAMINATIONS: APRIL/MAY 2012

Fourth Semester

COMPUTER SCIENCE AND ENGINEERING

CSE108: Design of Visual Interfaces

Time: Three hours

Maximum Marks: 100

Answer ALL Questions:-

PART A (10 x 1 = 10 Marks)

1. A _____ is a simplest relationship in which the objects share a common aspect.
A) Constraint B) Collection C) Container D) Composite
2. _____ is the system's ability to respond to individual differences in people.
A) Familiarity B) Directness C) Flexibility D) Recovery
3. _____ menus provide an ever-present background of control over the system's state and parameters while the user is working on a foreground task.
A) Hierarchical B) Simultaneous C) Connected D) Event-trapping
4. To show relationships among individual data points in a two-dimensional array, _____ can be used.
A) Surface chart B) Scatter plots C) Bar chart D) Stacked bars
5. _____ windows will not permit interaction with another window until the current dialog is completed.
A) Cascading B) Unfolding C) Modal D) Modeless
6. A _____ is a small popup control that display descriptive text when pointer is moved over a control that possesses only an abbreviated caption.
A) Static text fields B) Group boxes C) Column Headings D) Screen Tip
7. A _____ is a long rectangular bar that is initially empty but filled as the operation proceeds.
A) Percent complete message B) Progress Indicator
C) Button clicks D) Elapsed Time message
8. _____ disabilities include memory impairments and perceptual problems.
A) Visual B) Seizure C) Physical movement D) Cognitive
9. _____ is used to provide a means for locating content of interest.
A) Page Title B) Index Page C) Search facility D) Navigation bar

10. To provide a realistic surface view of a real program and to illustrate some of the program's functioning, _____ can be created.

- A) Hand Sketches and Scenarios B) Sketch Creation Process
C) Interactive Paper Prototypes D) Programmed Facades

PART B (10 x 2 = 20 Marks)

11. How do you solve the problem of direct manipulation in graphical systems?
12. Define visualization.
13. What is the use of metaphors?
14. Mention the criteria for measuring usability.
15. List the advantages of windowing.
16. Name some examples for operable controls.
17. Compare localization and internationalization.
18. How will you choose color for textual graphic screens?
19. Give the characteristics features of hypermedia
20. List the steps to be reviewed during testing process.

PART C (5 x 14 = 70 Marks)

21. a) (i) Write in brief about the need for human computer interface. (7)
(ii) Discuss the direct manipulation graphical system with examples. (7)

(OR)

b) Discuss the characteristics of web user interface with illustrations.

22. a) (i) Define requirement analysis? What are the methods involved in it? What is the impact of it on UI design? Explain. (7)
(ii) Discuss in detail about the structures and functions of menu with suitable illustrations. (7)

(OR)

b) With suitable examples explain how the human characteristics improve the web user interface.

23. a) What are the various components and presentation styles of windows? Briefly explain with suitable illustrations.

(OR)

- b) (i) Describe how screen based controls are used in the web interface with appropriate examples. (7)
- (ii) Write in brief about selection and combination control (7)

24. a) (i) What is the mechanism used to select text for web pages? Explain (7)
- (ii) Explain how the errors are reduced by providing Guidance and Assistance to user, with suitable examples. (7)

(OR)

- b) (i) Mention the kinds of icons, their characteristics and discuss the methods of choosing icons. (7)
- (ii) Write notes on the possible problems caused by the perceptual system of the human eye. (7)

25. a) (i) List the types of test? Discuss any two methods briefly. (7)
- (ii) What are the qualities and principles of webpage layout? (7)

(OR)

- b) (i) Provide a summary of the possible components of a webpage. (7)
- (ii) Write in detail about information search techniques and hypermedia. (7)
