KUMARAGURU
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Register Number: ………………..

B.E DEGREE EXAMINATIONS: MAY 2015

(Regulation 2009)

Fourth Semester

COMPUTER SCIENCE AND ENGINEERING

CSE108**:** Design of Visual Interfaces

Time: Three Hours   **Maximum Marks: 100**

Answer all the Questions:-

PART A (10 x 1 = 10 Marks)

1.   A----------------- is a stronger object relationship.

   a)   constraint   b)   composite

   c)   container   d)   collection

2.   Which one of these permits easy personalization, configuration, and reconfiguration of settings?

   a)   Consistency   b)   Configurability

   c)   Compatibility   d)   Clarity

3.   ------------------ is distinguishableness

   a)   Legibility   b)   Readability

   c)   Usability   d)   Visual lines

4.   Which one is not a guideline for designing conceptual models?

   a)   Provide proper and correct feedback.   b)   Avoid anything unnecessary or irrelevant.

   c)   Provide design consistency.   d)   Allow faster performance.

5.   The purpose of primary window is _____.

   a)   To perform a major interaction.   b)   To obtain or display supplemental information related to the objects in the primary window.

   c)   To obtain additional information needed to carry out a particular command or task   d)   To provide information about a particular situation or condition.

6.   The advantage of overlapping window is _____.

   a)   Present unrelated functions in one primary window   b)   Visually, their look is three-dimensional, resembling the desktop that is familiar to the user.

   c)   Divide an independent function into two or more primary windows.   d)   Should represent an independent function or application.

7. If human task closures exist, high levels of concentration are not necessary, and moderate short-term memory requirements are imposed; response times of ------------are acceptable.

a) 1 to 3 seconds.
b) 1 to 5 seconds
c) 2 to 3 seconds.
d) 2 to 4 seconds.

8. The purpose of tooltip is

a) To provide explanatory information about the object with the focus.
b) Use system color setting for ToolTips above to distinguish them.
c) Use to display the name of a control when the control has no text label.
d) Make application-specific ToolTips consistent with system-supplied ToolTips.

9. -------------- is a detailed evaluation of a system by interface design specialists to identify problems.

a) Classic Experiments
b) Heuristic Evaluation
c) Cognitive Walkthroughs
d) Think-Aloud Evaluations

10. The only disadvantage of prototype oriented language is

a) Difficult to uncover missing exits and interface elements.
b) Generally the same as for programmed facades.
c) A high-fidelity prototype.
d) Difficult to identify system wide structural problems.

PART B (10 x 2 = 20 Marks)

11. Mention the characteristics that suggesting the direct Manipulation.

12. What are the Characteristics of an Intranet versus the Internet?

13. What are the common pitfalls for user interface design process?

14. Define the term usability.

15. Give some examples for device based controls.

16. What are the Merits of Track ball?

17. Mention the three properties of a color.

18. What is the need for Internalization?

19. Define visualization.

20. What are the four phases of frame work to clarify user interface for textual search?

PART C (5 x 14 = 70 Marks)

21. a) Discuss general Principles of User Interface Design.

(OR)

b) Explain briefly Advantages and Disadvantages of Graphical Systems over

conventional systems.

22. a)   Explain the direct and indirect methods for determining business requirement analysis on user interface design.

(OR)

b)   Discuss the structure and content of menus in user interface design.

23. a)   List and explain the types of windows with neat diagram and list their significances.

(OR)

b)   Discuss in detail any four presentation controls in user interface design.

24. a)   Explain how the accessibility can be improved in the UI? Elaborate on the corresponding technique used for the same.

(OR)

b)   Discuss any five Guidance and Assistance mechanisms.

25. a)   What are the different kinds of usability testing? Explain any four in detail.

(OR)

b)   Briefly explain information search techniques and hypermedia.

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