



B.TECH DEGREE EXAMINATIONS: APRIL 2015

(Regulation 2009)

Fifth Semester

INFORMATION TECHNOLOGY

ITY106: User Interface Design

Time: Three Hours

Maximum Marks: 100

Answer all the Questions:-

PART A (10 x 1 = 10 Marks)

1. Which is not a disadvantage of graphical system
 - a) Greater design complexity
 - b) Production limitation
 - c) Consume more screen space
 - d) Increased feeling of control
2. _____ is a special set of intranet web pages that can be accessed from outside an organization or company.
 - a) Internet
 - b) WiFi
 - c) Extranets
 - d) Tetra net
3. The capacity of eye to resolve details is called
 - a) Sensory storage
 - b) Memory
 - c) Visual acuity
 - d) Perception
4. _____ are keys, or combinations of keys, that invoke an action regardless of cursor or pointer position.
 - a) Accelerators
 - b) Menus
 - c) Text
 - d) Event
5. Generally questionnaire or survey is administered to a sample of user via _____.
 - a) Marketing and sales
 - b) Paper survey
 - c) Email or the web
 - d) Both b & c
6. A special surface on the screen sensitive to finger or stylus touch is called
 - a) Joystick
 - b) Touch Screen
 - c) Graphic tablet
 - d) Mouse
7. A small pop-up window containing descriptive text that appears when a pointer is moved over a control is called _____

- a) Status bar
 - b) Tool bar
 - c) Tool Tips
 - d) Dialog box
8. A _____ is a complete image containing individual segments with navigation links to other content.
- a) Icon
 - b) Text box
 - c) Image map
 - d) Multimedia
9. Grouping can be further enhanced through the use of _____
- a) Borders
 - b) Radio button
 - c) Heading
 - d) None of these
10. The Evaluation of Interface under real world are control conditions are _____.
- a) Heuristic Evaluation
 - b) Think aloud Evaluation
 - c) Usability test
 - d) Cognitive Walk through

PART B (10 x 2 = 20 Marks)

11. Define human computer interaction (HCI).
12. List any two characteristics of the graphical user interface.
13. Define the term 'Usability'.
14. What are the most common problems associated with visual interface design?
15. Differentiate cascading windows with overlapping windows.
16. In which situation most frequently Message Boxes are used?
17. What do you mean by accessibility?
18. What is animation?
19. What do you mean by home page?
20. What is the purpose of usability testing?

PART C (5 x 14 = 70 Marks)

21. a) i) Compare and contrast between GUI and Web page design. (7)
 - ii) Discuss the advantages of using Graphical Systems (7)
 - (OR)**
 - b) Discuss in detail about general principles of user interface design.
22. a) Describe the various types of graphical menus with suitable examples.

(OR)

b) How to organize the screen elements clearly? Give the suitable example for the good screen design for user interface.

23. a) i) Give the suitable examples and discuss the properties text boxes in operable controls. (7)
ii) What is the purpose of using radio button and check boxes? Give the suitable example of these. (7)

(OR)

b) Discuss the different types and components of windows. What is the usage of dialog box in windows? Give the example for dialog box in windows.

24. a) How to choose an icon and image? Discuss in detail about the various characteristics of icon.

(OR)

b) How to provide the effective feedback system? Explain.

25. a) Explain about web page guidelines that are to be considered in page design.

(OR)

b) Describe about various window layout with suitable examples.
