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Question Paper Code: 31981

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2016

Elective

Information Technology

01UIT906 - USER INTERFACE FRAMEWORK DEVELOPMENT

(Regulation 2013)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. List out the few principles of UID.
2. Write the three types of container objects.
3. Write some common pitfalls in the development path.
4. What are the system training tools available?
5. What is meant by keyboard equivalents?
6. What is event-trapping menu?
7. What is the use of progress indicator?
8. What is meant by instructional message?
9. What is meant by cognitive walk through?
10. What are the benefits of menu trees?

PART - B (5 x 16 = 80 Marks)

11. (a) (i) Write in brief about the need for human computer interface? (8)
- (ii) Discuss the direct manipulation system with example. (8)

Or

- (b) (i) Explain the general principles of user interface design. (8)
 - (ii) Explain the characteristics of intranet, internet and extranet. (8)
12. (a) What is requirement analysis? What are the methods involved in it? What is the impact of it on UI design? (16)

Or

- (b) (i) Write short notes about formatting of menus. (8)
 - (ii) What is statistical graphics? Explain the components of a statistical graphics. (8)
13. (a) (i) Discuss briefly about the types of windows. (8)
- (ii) Write a note on organizing window functions. (8)

Or

- (b) (i) Explain the guidelines for selecting the proper CONTROLS. (8)
 - (ii) Write about the advantages of tiled windows. (8)
14. (a) (i) What is text? Write a few points about presenting text and writing text. (12)
- (ii) Explain precisely about writing message box text. (4)

Or

- (b) (i) What are the necessary steps to be taken for providing the proper feedback? (8)
 - (ii) Discuss briefly about windows guidelines and web page and home page guidelines. (8)
15. (a) What are the steps for developing and conducting testing? Explain the usability testing in detail. (16)

Or

- (b) Discuss the need and importance of different prototypes. (16)
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