Reg. No. : | | | | | | | | | | |

Question Paper Code: 31269

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

Elective

Computer Science and Engineering

01UCS920 - HUMAN COMPUTER INTERACTION

(Regulation 2013)

Duration: Three hours Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. List out the various types of menus used for interaction system.
2. State the features of direct manipulation.
3. Mention the levels of interaction in websites.
4. Give examples for prototyping.
5. List out the various techniques for prototyping.
6. Define imaging model.
7. How you are conducting an evaluation of GUI application?
8. What are the tools are used for recording user actions?
9. Define PIE model.
10. Give the examples of model oriented notations.

PART - B (5 x 16 = 80 Marks)

11. (a) What influence does the social environment in which you work have on your interaction with the computer? What effect does the organization (commercial or academic) to which you belong have on the interaction? (16)

Or

(b) As mentioned in the discussion of consistency, it can take many forms because consistency is usually referred to relative to some other feature of the interaction between user and system. Mentioned already in the text we have consistency related to the following principles. (16)

12. (a) List the guidelines that are provided and classify them in terms of the activity in the software life cycle to which they would most likely apply. (16)

Or

(b) How the process-oriented is varied from the structure-oriented design rationale technique? (16)

13. (a) Explain QOC design rationale with example. (16)

Or

(b) Discuss the list of principles that affect robustness in design rules. (16)

14. (a) Explain in detail about the various types of imaging models. (16)

Or

(b) Discuss on your own prepare the manual page for installing operating system. (16)

15. (a) A company asks to design the software interface for various kinds of people. Identify the those kind of peoples and various types of factors. (16)

Or

(b) Explain in detail about Jackson structured design. (16)

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