C

Reg. No. :

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. Designer has a choice of several interaction styles in graphical system or Web page and application design   CO1 -R

   (a) Form fill-in   (b) Direct manipulation

   (c) Anthropomorphic   (d) All the above

2. Which is not the function of Menus? Data or Parameter Input   CO2 -R

   (a) Navigation to a New Menu   (b) Execute an Action or Procedure

   (c) Displaying Information   (d) Exit

3. _____ windows sometimes called expanding windows   CO3 -R

   (a) Cascading   (b) Unfolding   (c) Dialog   (d) Pop-up

4. Which of these framework activities is not normally associated with the user interface design processes?   CO4 -R

   (a) cost estimation   (b) interface construction

   (c) interface validation   (d) user and task analysis

5. What is the use of hyperlinks?   CO5 -R

   (a) Link to another document   (b) Link to another multimedia file

   (c) Link to another web page   (d) all of the above

PART – B (5 x 3= 15Marks)

6. State the difference between application orientation and object or data orientation.   CO1 -R

7. What are the system training tools? Give some physical responses to poor design.   CO2- R

8. Differentiate Cascading and Unfolding   CO3 -R

9. State the guidelines for writing status bar message   CO4- R

10. List out the dimensions of usability were described by Quesenbery   CO5- R

PART – C (5 x 16= 80Marks)

11. (a) Discuss in detail about advantage and disadvantage of graphical systems   CO1- App   (16)

Or

    (b) Discuss the direct manipulation system with example.   CO1 -App   (16)

12. (a) Analyze the phrasing of menu of user interface design for an application.   CO2 -App   (16)

Or

    (b) Analyse the qualities that provide a visually pleasing composition for the screen design   CO2 -Ana   (16)

13. (a) Explain the types and components of windows in UI design.   CO3 -Ana   (16)

Or

    (b) Explain guidelines for selecting the proper CONTROLS   CO3 -Ana   (16)

14. (a) Discuss in details about the general help guidelines   CO4 -U   (16)

Or

    (b) Analyze any five guidance and assistance mechanisms   CO4- Ana   (16)

15. (a) Briefly write about the UI window design prototypes   CO5 -U   (16)

Or

    (b) Explain in detail about the kinds of tests in interface design.   CO5- U   (16)

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