

13/12/14/AN  
LEB

Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**Question Paper Code : 45922**

5 Year M.Sc. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2014.

*Elective*

Software Engineering

XSE 003/10677 SWE 21 — USER INTERFACE DESIGN

(Regulation 2003/2010)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. List any three merits of manifest model used for user interface design.
2. Give any three important tips for unifying the file model.
3. List out any two techniques for inducing and maintaining flow in a presentation.
4. "One of the major advantages of Graphical systems is Symbols can be recognized faster than text". Justify?
5. As a Designer, come out with some of the visual indications in the User Interface.
6. How is "arrowing" beneficial in direct manipulation?
7. Differentiate between imperative and selection Gizmos?
8. List any four of the dialog box etiquettes.
9. What is the significance of "alerts"?
10. Define the term "Personalization".

PART B — (5 × 16 = 80 marks)

11. (a) (i) What are the factors involved in choosing platforms for design and development? Discuss. (8)
- (ii) Discuss in detail about the user goals and goal directed design techniques for User interface design. (8)

Or

- (b) (i) Illustrate in detail about the taxonomy of software design in the design of User Interface. (8)
- (ii) Discuss in detail about Visual patterns in User Interface Design. (8)
12. (a) (i) Enumerate in detail about Information presentation techniques with examples. (8)
- (ii) What the different types of tasks? Give examples of various Software applications that supports each type of task. (8)

Or

- (b) (i) Discuss in detail about Orchestration and flow in presentation. (8)
- (ii) Write in detail about postures and its types with their merits and demerits. (8)
13. (a) (i) Briefly discuss about “additive” and “group” selection. (8)
- (ii) Identify the merits and demerits of “Drag and Drop” operation. Give Illustrations. (8)

Or

- (b) (i) What are the different types Interaction techniques? Illustrate with application examples. Also state the pros and cons of each technique. (8)
- (ii) Elaborate direct manipulation techniques on Gizmos. (8)
14. (a) (i) Enumerate the contrast between entry and display Gizmos in detail with examples. (8)
- (ii) What are Cast effects? Discuss in detail about the dialog box etiquette. (8)

Or

- (b) (i) Write a detailed note on New Gizmos with their advantages. (8)
- (ii) Discuss in detail about the influence of menus and dialog boxes in UID. (8)

15. (a) (i) Critically analyze about "Installation" "personalization" and "configuration" of User Interface in a chosen platform. (8)
- (ii) Enumerate on the role of command vectors in user interface design. (8)

Or

- (b) Write short note on :
- (i) Audible feedback. (8)
- (ii) "Undo", "redo" and "special undo" functions. (8)
-