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Question Paper Code : 51743

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

Seventh Semester

Computer Science and Engineering

IT 2024/IT 604/10144 CSE 36/10177 ITE 16 – USER INTERFACE DESIGN

(Common to Sixth Semester Information Technology)

(Regulations 2008/2010)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions.

PART – A (10 × 2 = 20 Marks)

1. List some mechanisms to check popularity of Web user interface.
2. State the advantages of direct manipulation.
3. State the need for menu.
4. List some obstacles for UI design.
5. State any four characteristics of windows.
6. What are the advantages of Track ball ?
7. State the advantages of Icons.
8. What is the need for Internationalization ?
9. What is Hypermedia ?
10. Define Visualisation.

PART – B (5 × 16 = 80 Marks)

11. (a) How Graphical user interface is enhancing the user experience ? Elaborate. (16)

OR

(b) Compare the features of GUI and web interface. (16)

12. (a) Write a detailed note on any three graphical menus. (16)

OR

(b) With suitable examples explain how human characteristics consideration improves the user interface design. (16)

13. (a) Write in detail about characteristics and components of windows. (16)

OR

(b) State the different Combination/ selection control mechanisms and explain any two. (16)

14. (a) Write a detailed note on the role of Guidance and assistance mechanism in user interface design. (16)

OR

(b) With suitable illustration explain how Response time and Time delays are handled in User interface design. (16)

15. (a) Define Prototype. Discuss the impact of prototype on user interface design. (16)

OR

(b) State the different types of usability tests and explain any two in detail. (16)