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**Question Paper Code : 27324**

**5 Year M.Sc. DEGREE EXAMINATION, MAY/JUNE 2016**

**Elective**

**Software Engineering**

**ESE 503 – USER INTERFACE DESIGN**

**(Regulations 2010)**

**Time : Three Hours**

**Maximum : 100 Marks**

**Answer ALL questions.**

**PART – A (10 × 2 = 20 Marks)**

1. State the different process involved in goal directed design.
2. List the different digital retrieval methods.
3. What do you mean by sovereign posture ?
4. List some techniques for inducing flow.
5. What do you mean by Gizmos ?
6. State any three mouse operations.
7. State any two applications which utilize Tool bars.
8. State the different types of Gizmos.
9. How to an exception ?
10. State some mechanisms which protect user from error.

**PART – B (5 × 16=80 MARKS)**

11. (a) State the Visual interface design principles and explain any three in detail. (16)

**OR**

(b) Write short notes on the following :

(i) Layers of Idioms (8)

(ii) Screen design principles (8)

12. (a) Write a detailed note on characteristic of good user interfaces. (16)

**OR**

(b) Discuss about task and task coherence. (16)

13. (a) State the three techniques used in object manipulation and explain it in detail. (16)

**OR**

(b) Discuss about the drag-and-drop operation and issues related to it. (16)

14. (a) With suitable illustrations explain the need and usage of menus. (16)

**OR**

(b) What is Gizmo ? What are its types ? Explain any three in detail. (16)

15. (a) Define command vector. State and explain the types of command vectors and discuss the configuration and personalization of command vectors. (16)

**OR**

(b) Write in brief about the following :

(i) Audible feedback (8)

(ii) Error message and exception control (8)