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Question Paper Code : 60743

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 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 the factors which affect popularity of Web user interface
2. State any two merits and demerits of Graphical systems.
3. Create a list of six 'top usability tips' for designers who wish to build multimedia objects for the web.
4. What is meant by improper and proper presentation of command buttons? Give example instances.
5. List the types of presentation styles.
6. What are the merits of using Track ball?
7. What are the different types of messages?
8. What are the characteristics of a successful Icon?
9. Mention the scope of testing the user interface.
10. What do you mean by visualization?

PART B — (5 × 16 = 80 marks)

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(16)

11. (a) Elaborate on characteristics of Graphical user interface. (16)
- Or
- (b) Compare the features of GUI and web interface. (16)
12. (a) Discuss the following, with respect to screen design process.
- (i) Screen navigation and flow. (8)
- (ii) Grouping for visual pleasing composition. (8)
- Or
- (b) (i) Discuss the user's characteristics that have an influence on interface and screen design. (8)
- (ii) You have been assigned responsibility for designing the user interface of a new version of the Indian government web facility that is used by taxpayers to make their income tax returns online. What usability analysis procedures might you carry out to improve usability of the system for these two classes of user? (8)
13. (a) State the different types of windows and explain any four. (16)
- Or
- (b) Discuss in detail about Radio buttons with suitable example. (16)
14. (a) Elaborate on the Icons, their types and characteristics. (16)
- Or
- (b) Discuss any five guidance and assistance mechanisms. (16)
15. (a) (i) Write a note on usability test guidelines. (8)
- (ii) Explain the prototypes used in User interface. (8)
- Or
- (b) (i) Describe the four phases of frameworks used to clarify user interfaces for textual search. (8)
- (ii) Explain briefly the concept of hypermedia. (8)