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Question Paper Code: 49806

B.E./B.Tech. DEGREE EXAMINATION, APRIL 2018

Elective

Information Technology

14UIT906–USER INTERFACE FRAMEWORK DEVELOPMENT

(Regulation 2014)

Duration: Three hours

Maximum: 100 Marks

PART A - (10 x 1 = 10 Marks)

1. _____ is the basic input device in Graphical User Interface CO1- R
(a) Mouse (b) Graphics tablet (c) Voice system (d) Touch panel

2. Name the study of planning and design of how people and computers work together to accomplish tasks in an effective way CO1- R
(a) Human Computer Interaction (b) Human component interaction
(c) Assistive technology (d) Component based technology

3. Which of these are attributes of usability? CO2- R
(a) Learnability (b) Usefulness
(c) Generalizability (d) Subjective satisfaction

4. Name the cognitive process that allows people to understand information that is difficult to perceive due to the information being voluminous or too abstract. CO2- R
(a) Visualization (b) Pick and Click (c) Data Orientation (d) Command line

5. When you point to a button, its function would be displayed in a ____ CO3- R
 (a) ScreenAlert (b) ScreenTip (c) ScreenBar (d) ScreenList
6. _____ Windows are the key tools for finding, viewing, and CO3- R
 managing information on the computer.
 (a) State (b) Folder (c) Data (d) User
7. When a new slide is inserted, what layout will it automatically have CO4- R
 (a) Two Content layout (b) The same layout as the previous slide
 (c) Title and Content layout (d) Title Slide layout
8. Identify the disability for which the user interface provides elements that do not CO4- R
 blink or flicker.
 (a) Cognitive (b) Speech (c) Seizure Disorders (d) Visual
9. Select the disability for which the user interface provides elements CO5- R
 that do not blink or flicker.
 (a) Cognitive (b) Speech (c) Seizure Disorders (d) Visual
10. Which of the following is not a valid prototype? CO5- R
 (a) Programmed Facades (b) Hand Sketches
 (c) Paper Prototype (d) Hypertext

PART – B (5 x 2= 10Marks)

11. Define Human Computer Interaction. CO1- R
12. Infer the common usability problems. CO2- R
13. Differentiate between Single Document Interface & Multiple Document CO3- R
 Interface.
14. Write the properties of color. CO4- R
15. List some software tools used for user interface design. CO5- R

PART – C (5 x 16= 80Marks)

16. (a) Identify the advantages and disadvantages of using a graphical system in any e-commerce application. CO1- App (16)
- Or
- (b) Apply the general principles of user interface design of Course Registration System for an University and justify the design goals. CO1- App (16)
17. (a) Develop a website with an effective navigation menu and explain the kinds of menu in detail. CO2- App (16)
- Or
- (b) Apply the direct and indirect methods for requirement analysis in user interface design. CO2- App (16)
18. (a) Apply the window control methods to design a web application. CO3- App (16)
- Or
- (b) Develop a window based application for an online attendance system by applying window based controls. CO3- App (16)
19. (a) Classify the various types of disabilities and how will you design an application for those disabilities. CO4- Ana (16)
- Or
- (b) Point out the issues of internationalization in user interface design for an online retail store which has customer base across different countries. CO4- Ana (16)
20. (a) Analyze the need and importance of prototypes in user interface design. CO5- Ana (16)
- Or
- (b) Compare the different types of software testing tools. CO5- Ana (16)

