A   Reg. No. :

Answer ALL Questions

PART A - (10 x 1 = 10 Marks)

1. HCI Stands for _____.   CO1- U

   (a) Human Computer Interaction   (b) Human Computer Impulses

   (c) Human machine studies   (d) none of the above

2. Which of the following is not benefits Human Computer Interaction?   CO1- U

   (a) Scalability   (b) reliability   (c) improved performance   (d)Time Management

3. What is the first step in the software development lifecycle?   CO1-U

   (a) System Design   (b) Coding

   (c) System Testing   (d) Preliminary Investigation and Analysis

4. _____ is a model that describes "how to do" according to a certain   CO1-U
   software process system

   (a) prescriptive process model   (b) Waterfall Model

   (c) Evolutionary Process Model   d) RAD Model

5. List out of the components of multimedia   CO1- U

   (a) text   (b) audio   (c) animation   (d) All of the above

6. Which of the following is not a element of GOMS Model   CO1-U

   (a) a set of goals, a set of non-operators,

   (b) a set of methods for achieving the goals

   (c) a set of selection rules for choosing among competing methods.

   (d) All of the above

7. List out the layers of mobile eco system   CO1-U

   (a) aggregators   (b) operating system   (c) networks   (d) all of them

8. Which of the following applications of mobile?   CO1-U

   (a) SMS   (b) mobile websites   (c) mobile web widgets   (d) all of them

9. List out the selection patterns   CO1-U

   (a) toggle,collected,object,Hybrid   (b) toggle,collected,Hybrid

   (c) toggle,collected,object   (d) none of them

10. Which one is interrupt and multiwayprocess.light weighted   CO1-U

   (a) inlays   (b) overlays   (c) menu   (d) virtual pages

PART – B (5 x 2= 10Marks)

11. What are the benefits of HCI?   CO1- U

12. Compare throw away prototyping and incremental prototyping?   CO1-U

13. Classifying stakeholders – an airline booking system.   CO1-U

14. Draw and give the typical flow of information on mobile devices   CO1-U

15. Develop some issues with showing contextual tools.   CO1-U

PART – C (5 x 16= 80Marks)

16. (a) Describe any five usability goals of Internet Explorer?   CO1-U   (16)

                                    Or

    (b) Explain in detail about memory unit of computer   CO1-U   (16)

17. (a) Explain incremental prototyping through life cycle and   CO1 -U   (16)
         evolutionary prototyping through life cycle?
                                    Or
    (b) (i) Mention and Explain the Shneiderman's Eight Golden Rules   CO1- U   (8)
         of Interface Design.
         (ii) State and Explain Norman's Seven Principles for Transformin CO1- U   (8)
         Difficult Tasks into Simple Ones.

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18. (a) Compare turn-taking, round-robin and free-for-all as floor control mechanisms. When might each be effective? Justify yours Answer   CO2- App (16)

Or

(b) What is speech act theory? Explain positive and negative issues that have arisen when it has been embodied in a specific system.   CO2- App (16)

19. (a) How to define the mobile 2.0 ? List out and analyze the seven principles of web 2.0.   CO1 -U (16)

Or

(b) List the ten world large Mobile operators and compose the rank, markets, technologies used, and subscriber numbers   CO1-U (16)

20. (a) Briefly describe the events available for cueing the user during a drag and drop interaction   CO1- U (16)

Or

(b) Explain the combination of object selection and Toggle selection with suitable example. Analyze its advantages and disadvantages in detail   CO1 -U (16)

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