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18CS734

Seventh Semester B.E. Degree Examination, July/August 2022
User Interface Design

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Define User Interface. Describe a good design benefits. (06 Marks)
b. List and discuss any ten advantages of graphical system. (10 Marks)
c. Explain the concept of direct manipulation for graphical system. (04 Marks)

OR

- 2 a. List and discuss the characteristics of graphical user interface in detail. (10 Marks)
b. Discuss the general principles of User Interface Design. (10 Marks)

Module-2

- 3 a. Briefly explain the five commandments to eliminate the pitfalls in designing the user interface. (10 Marks)
b. Describe any five important human characteristics in a user interface design. (10 Marks)

OR

- 4 a. Briefly explain a different human interaction speeds. (06 Marks)
b. List and explain the psychological characteristics of human consideration in design. (04 Marks)
c. Explain the different business requirements analysis techniques using direct methods. (10 Marks)

Module-3

- 5 a. Explain the structure of menus briefly. (10 Marks)
b. List and explain the content of menus in detail. (10 Marks)

OR

- 6 a. Describe the function of menus. (05 Marks)
b. Draw the menu bar with default functions and explain. (05 Marks)
c. Draw the structure of pull-down menu and explain with its parameters. (10 Marks)

Module-4

- 7 a. List and explain the components of a window. (10 Marks)
b. How to organize window presentation styles? Draw the styles and explain. (10 Marks)

OR

- 8 a. Define primary windows and secondary windows. Discuss the different characteristics of primary and secondary windows. (10 Marks)
b. Discuss the various types of device based controls for inputs. (10 Marks)

Module-5

- 9 a. Explain the following text based controls: (10 Marks)
i) Text-box ii) Captions. (10 Marks)
b. Explain the Radio Buttons and list Box selection controls. (10 Marks)

OR

- 10 a. Discuss the various types windows test prototypes used in user interface design. (10 Marks)
b. Explain Heuristic evaluation and cognitive walk-through tests conducted in user interface design. (10 Marks)
