GBCS SCHEME

18CS734 USN Library Seventh Semester B.E. Degree Examination, Jan./Feb. 2023 **User Interface Design** Max. Marks: 100 Time: 3 hrs. ANGALU Note: Answer any FIVE full questions, choosing ONE full question from each module. Module-1 Define User Interface. Discuss the benefit of good design. (10 Marks) Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8=50, will be treated as malpractice. 1 Discuss the characteristics of the Graphical User Interface. (10 Marks) OR Compare GUI versus Web Page Design with respect to Devices, Data, Presentation 2 (10 Marks) Elements, Navigation, User tasks. b. Discuss the following general principles of user interface Important Note: 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages. iii) Consistency ii) Compatibility i) Aesthetically pleasing v) Simplicity. (10 Marks) iv) Control Module-2 (10 Marks) List and explain common usability problems in graphical systems. (10 Marks) Discuss any five Human characteristics in interface design. OR Explain Indirect methods of requirement determination in Business Function. (10 Marks) Discuss briefly the guidelines for designing conceptual models. (10 Marks) Module-3 List and explain different structures of Menus with suitable diagrams. (12 Marks) 5 a. Discuss Functions and content of Menus. (08 Marks) OR a. Explain the purpose, advantages, disadvantages, guidelines to be followed in designing following menu choices. i) Mark Toggles ii) Toggled Menu Items. (08 Marks) b. Discuss in detail the following Graphical menus iii) Popup Menus. (12 Marks) i) Pull – Down Menu ii) Cascading Menus Module-4 List and discuss in different ways, windows are useful. (12 Marks) Explain filed windows, overlapping windows, and cascading windows their advantages and (08 Marks) disadvantages. OR Explain model and modeless and cascading and unfolding windows. (08 Marks) Explain the following with respect to windows b. ii) Window sizing Buttons iii) Scroll bars iv) Split box. (08 Marks) i) frame Describe Joystick with advantages and disadvantages. (04 Marks) Module-5 Explain different command button guide lines. (12 Marks) a. Describe check boxes, list boxes, palettes with advantages and disadvantages. (08 Marks) b. List common presentation controls and discuss any four of them. (08 Marks) 10 a.

i) Cognitive walk through ii) Think-Aloud Evaluations iii) Usability Test.

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(12 Marks)

Explain the following kinds of tests