

Topper's Solutions

....In Search of Another Topper



MCQ Edition

HUMAN MACHINE INTERACTION

(BE - COMPUTER)

**8
SEM**

As per Revised Syllabus w.e.f 2019-20

TOPPER'S SOLUTIONS

...In Search of Another Topper

There are many existing paper solution available in market, but Topper's Solution is the one which students will always prefer if they refer... ;) Topper's Solutions is not just paper solutions, it includes many other important questions which are important from examination point of view. Topper's Solutions are the solution written by the Toppers for the students to be the upcoming Topper of the Semester.

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- ❖ Point wise answers which are easy to understand & remember.
- ❖ Diagrammatic representation for better understanding.
- ❖ Additional important questions from university exams point of view.
- ❖ Covers almost every important question.
- ❖ In search of another topper.

"Education is Free.... But its Technology used & Efforts utilized which we charge"

It takes lot of efforts for searching out each & every question and transforming it into Short & Simple Language. Entire Community is working out for betterment of students, do help us.

Thanks for Purchasing & Best Luck for Exams

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The **Future** depends on what we do in
the **Present**

---- By Mahatma Gandhi.

Syllabus:

| # | Module | Details Contents |
|----|-------------------------------------|--|
| 1. | Foundations of HMI | The Human: History of User Interface Designing, I/O channels, Hardware, Software and Operating environments, The Psychopathology of everyday Things, Psychology of everyday actions, Reasoning and problem solving. The computer: Devices, Memory, processing and networks. Interaction: Models, frameworks, Ergonomics, styles, elements, interactivity, Paradigms. |
| 2. | Design & Software Process | Mistakes performed while designing a computer system, Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds .Interactive Design basics, process, scenarios, navigation, Iteration and prototyping. HMI in software process: software life cycle, usability engineering, Prototyping in practice, design rationale. Design rules: principles, standards, guidelines, rules. Recognize the goals, Goal directed design process. Evaluation Techniques: Universal Design. |
| 3. | Graphical User Interface | The graphical User Interface: Popularity of graphics, the concept of direct manipulation, graphical systems, Characteristics. Web user Interface: Interface popularity, characteristics. The merging of graphical Business systems and the Web. Principles of user interface design. |
| 4. | Screen Designing | Design goals , Screen planning and purpose, organizing screen elements, ordering of screen data and content , screen navigation and flow, Visually pleasing composition, amount of information, focus and emphasis, presentation information simply and meaningfully, information retrieval on web, statistical graphics, Technological consideration in interface design. |
| 5. | Interface Design For Mobile Devices | Mobile Ecosystem: Platforms, Application frameworks: Types of Mobile Applications: Widgets, Applications, Games, Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools. |
| 6. | Interaction Styles & Communication | Windows: Characteristics, Components, Presentation styles, Types of Windows, Management, operations. Text messages: Words, Sentences, messages and text words, Text for web pages. Icons, Multimedia and colors |

Note: We have tried to cover almost every important question(s) listed in syllabus. If you feel any other question is important and it is not cover in this solution then do mail the question on Support@BackkBenchers.com or WhatsApp us on +91-9930038388 / +91-7507531198

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Multiple Choice Questions (MCQ)

1. ANSI stands for
 - a. America Nationality Stands Institute
 - b. America Nationality Stands Info
 - c. American National Standards Institute**
 - d. America Nationality Standard Instate

2. ISO stands for
 - a. International Stands Organization
 - b. Interest Standard Organization
 - c. International Stands Organ
 - d. International Standard Organization**

3. The acronym of HCI is
 - a. Human Capability Introduction
 - b. Human Computer Interaction**
 - c. Human Capability Interaction
 - d. Human Computer Introduction

4. Simple model of human interaction was proposed by
 - a. Stuart K. Card
 - b. Thomas P. Moran
 - c. Allen Newell
 - d. Card, Moran and Newell**

5. HCI does not deal with:
 - a. Design of interactive system only
 - b. Evaluation of interactive system only
 - c. Implementation of interactive system only
 - d. Mobile Communication**

6. Term human computer interaction is first known in
 - a. 1970s
 - b. 1980s**
 - c. 1960s
 - d. 1990s

7. The simple model of human interaction was proposed in
 - a. 1990
 - b. 1983**
 - c. 1985

- d. 1980
8. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.
- a. Human
 - b. Computer
 - c. Human Computer Interaction**
 - d. Machine
9. Human computer interaction is an important part of
- a. System Design**
 - b. Requirement Analysis
 - c. Unit Testing
 - d. Implementation
10. Human computer interaction is a core subject of
- a. Psychology
 - b. Software Engineering**
 - c. Anthropology
 - d. Digital Signal Processing
11. Term human computer interaction is used interchangeably with
- a. Physics
 - b. Psychology
 - c. Management
 - d. Ergonomic**
12. Which of the following fields is not an influence on Human Computer Interaction (HCI)?
- a. Ergonomics
 - b. Cognitive psychology
 - c. Computer science
 - d. Digital Signal Processing**
13. Simple model of human interaction by Card, Moran and Newell is called
- a. Human Machine Processor**
 - b. Model Human Processor
 - c. Human Computer Processor
 - d. Human Computer Interactor
14. Analogy of user in HCI is used as
- a. Requirements Design System

- b. System Design
 - c. Information Processing System**
 - d. System Output
15. The user output in human computer interaction is occurred through
- a. Motor Controls**
 - b. Experience
 - c. Senses
 - d. Education
16. Which one of these would NOT be found in a good HCI?
- a. Common short cuts, like CTRL+Z for undo
 - b. Icons that can have specific meanings
 - c. A long command line to achieve a function**
 - d. Sounds that convey meanings
17. Which one of these is a good reason for taking care to design a good computer human interface?
- a. Not every user is a computer expert**
 - b. Well-designed HCIs allow the software to be sold at a better price
 - c. Well-designed HCIs use less computer resources
 - d. Well-designed HCIs allow the computer to run faster
18. Which of these is not an interface style?
- a. Command line/command prompt
 - b. Menus
 - c. Natural Language
 - d. Voice Recognition**
19. A computer expert produces a solution with HCI which is very efficient in computer resources, based on command-lines. Which one of the following is most likely to be the result when the system is implemented?
- a. It will be welcomed by all staff.
 - b. All staff will enjoy using it after mastering the skills of command lines.
 - c. Most staff will want to become computer experts to use it.
 - d. Most staff will feel demoralized and will not want to use the system.**
20. _____ wrote The Psychology of Everyday Things in 1988.
- a. Donald Norway**
 - b. Donald Norman
 - c. Steve Norway
 - d. Steve Norman

21. Functional requirements deal with what the system should do whereas non-functional requirements deal with _____
- a. **System Constraints**
 - b. User Constraints
 - c. Assurance
 - d. boldness
22. Which of the following define Donald & Normal's model is incorrect?
- a. **Testing the system**
 - b. Formulates intention
 - c. Interprets system state
 - d. Execute action
23. Which of the following does not include in Shneiderman's 8 golden rules?
- a. Offer informative feedback
 - b. Permit easy reversal actions
 - c. Support internal locus control
 - d. **Maintain the system frequently**
24. Which of the following is not a Model human processor?
- a. **The memory system**
 - b. The motor system
 - c. The cognitive system
 - d. The perceptual system
25. The primary interactive method of communication used by human is
- a. Reading
 - b. Writing
 - c. **Speaking**
 - d. Listening
26. Providing accelerators (e.g. keyboard shortcuts) mostly addresses
- a. Utility.
 - b. **Efficiency**
 - c. Learnability
 - d. Attitude (or likeability)
27. In human vision system, the fine details of an image can be perceived by the ability called
- a. Visual angle
 - b. Visual field
 - c. **Visual acuity**

- d. Visual distance
28. In human vision, the light into a sharp image is been focused by
- a. **Cornea**
 - b. Retina
 - c. Cones
 - d. Rods
29. Photoreceptors of eyes that allows color vision are called
- a. Rods
 - b. Lens
 - c. Corneas
 - d. **Cones**
30. Generally, computer input in human computer interaction is
- a. Computer Output
 - b. Computer Input
 - c. User Input
 - d. **User Output**
31. _____ is small pen-shaped instrument
- a. **Stylus**
 - b. Joystick
 - c. Touch Screen
 - d. Track Ball
32. _____ is also known as upside down mouse
- a. **Track Ball**
 - b. Joystick
 - c. Light pen
 - d. Stylus
33. WIMP was coined by _____
- a. **Merzouga Wiberts**
 - b. Donald Norman
 - c. Merzouga Norman
 - d. Donald Wiberts
34. _____ usually looks like arrows and are used to select icons and the options found in the menu.
- a. **Pointers**
 - b. Windows

- c. Menu
 - d. Palette
35. A _____ is a frame of reference theory that affects how we see and experience a situation
- a. **Paradigms**
 - b. Styles
 - c. Elements
 - d. Interactivity
36. _____ occurs when elements are placed closed together
- a. **Proximity**
 - b. Closure
 - c. Continuation
 - d. Similarity
37. _____ occurs when an object is incomplete or a space is not completely enclosed.
- a. Proximity
 - b. **Closure**
 - c. Continuation
 - d. Similarity
38. _____ occurs when the eye is compelled to move through one object and continue to another object.
- a. Proximity
 - b. Closure
 - c. **Continuation**
 - d. Similarity
39. _____ occurs when objects look similar to one another.
- a. Proximity
 - b. Closure
 - c. Continuation
 - d. **Similarity**
40. _____ is a particular type of vacuum tube that displays images when an electron beam collides on the radiant surface
- a. **Cathode ray tube**
 - b. LCD
 - c. LED
 - d. Plasma

41. CRT stands for
- a. **Cathode Ray Tube**
 - b. Crystal Ray Tube
 - c. Crystal Range Tube
 - d. Cathode Range Tube
42. LCD stands for
- a. **Liquid Crystal Display**
 - b. Liquid Crystal Diode
 - c. Light Crystal Display
 - d. Light Crystal Diode
43. Function between luminance of an object and its background is called
- a. **Contrast**
 - b. Flicker
 - c. Saturation
 - d. Intensity
44. Visible section of an ear is called
- a. Inner Ear
 - b. Middle Ear
 - c. Medium Ear
 - d. **Outer Ear**
45. Reading speed and accuracy is increased by reading familiar words based on
- a. **Word Shape**
 - b. Word Color
 - c. Word as Single Letter
 - d. Word as Character By Character
46. Three colors of cone sensitivity for three different types of cones are
- a. **Blue, Green And Red**
 - b. Orange, Green And Red
 - c. Blue, Green And Purple
 - d. Blue, Green And White
47. Term "physical reception" of stimulus actually describes the
- a. Infinite Capabilities Of Human
 - b. Skills Of Human Vision
 - c. Unlimited Human Vision
 - d. **Limitation Of Human Vision**

48. Which of the following is not one of the goals of HCI?
- a. To produce usable systems
 - b. To produce safe systems
 - c. To produce non-functional systems**
 - d. To improve effectiveness of the systems
49. The goals of HCI are:
- a. Usability and User Experience**
 - b. Learnability and Comfort
 - c. Tasks and Goals
50. Which are the most significant senses for the average person when it comes to interacting with a computer?
- a. Sight and hearing
 - b. Hearing, touch, and smell
 - c. Hearing and touch
 - d. Sight, hearing and touch**
51. Ear of a human is further categorized into
- a. Two Sections
 - b. Three Sections**
 - c. Four Sections
 - d. Five Sections
52. Perception of size by human eye depends upon factor of
- a. Size and height in human field of view**
 - b. Color and height in human field of view
 - c. Size and color in human field of view
 - d. Light and color in human field of view
53. Impressing moving icons in a system design can be
- a. Appealing
 - b. Attractive
 - c. Distracting**
 - d. Attentive
54. In human computer interaction, primary role is played by
- a. Head
 - b. Eyes
 - c. Limbs
 - d. Fingers**

55. Technique of receiving vibrations and transferring it auditory nerves is called
- a. **Hearing**
 - b. Sighting
 - c. Touching
 - d. Smelling
56. Ratio of brightness of color is defined as
- a. Contrast
 - b. Saturation
 - c. **Intensity**
 - d. Hue
57. One of factors, that effect speed of screen reading to be reduced is
- a. **Longer Line Lengths**
 - b. More Words Per Page
 - c. Negative Contrast
 - d. Colorful Display
58. Ratio of rods per eye in human vision system is _____
- a. **6 million**
 - b. 120 million
 - c. 10 million
 - d. 110 million
59. Reading pace of adults per page in reading process is
- a. 500 words
 - b. 200 words
 - c. 50 words
 - d. **250 words**
60. In human computer interaction, primary role for receiving is played by
- a. **Eyes And Ears**
 - b. Head And Eyes
 - c. Eyes And Limbs
 - d. Fingers And Head
61. Longest wavelength is of color
- a. Green
 - b. **Red**
 - c. Orange
 - d. Blue

62. "Blue and Red" is an example of what effect
- a. **Stroop Effect**
 - b. Wave Effect
 - c. Cube Effect
 - d. Light Effect
63. Which of the following is not a secondary color?
- a. Green
 - b. Orange
 - c. Purple
 - d. **Blue**
64. Which of the following is not one of the primary colors?
- a. Red
 - b. Yellow
 - c. Blue
 - d. **Green**
65. The colors, which are directly opposite to each other are said to be:
- a. **Complementary colors**
 - b. Analogous colors
 - c. Primary colors
 - d. Secondary colors
66. Visually impaired persons can interact with the outside world using their
- a. Sense of sight
 - b. Sense of hearing
 - c. **Both sense of touch and sense of hearing**
 - d. Sense of touch
67. The human eye has approximately ___ rods and ___ cones per eye.
- a. **120 million, 6 million**
 - b. 190 million, 3 billion
 - c. 150 billion, 6 million
 - d. None
68. Which of the following is a true statement?
- a. **Human-computer interface specialists are user-centered and software engineers are system centered**
 - b. Human-computer interface specialists are system-centered and software engineers are user-centered

- c. Human-computer interface specialists and software engineers, both are system-centered
d. Human-computer interface specialists and software engineers, both are user-centered
69. The shortest wavelength is of the color
a. Blue
b. Green
c. Red
d. Orange
70. ___ are unintentional while ___ occur through conscious deliberation.
a. Slips, mistakes
b. Errors, slips
c. Mistakes, errors
d. Mistakes, slips
71. ___ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.
a. Perception and recognition
b. Attention
c. Learning
d. None
72. The difference between the intentions and allowable actions is the:
a. Gulf of Execution
b. Gulf of Evaluation
c. Both
d. None
73. The gulf of execution refers to ___
a. The user's difficulty in understanding the feedback from the system
b. The system's difficulty in processing information in the output language
c. The system's difficulty in converting an input expression into the correct system state transition
d. The user's difficulty in formulating and articulating an intention to the system
74. Which of the following is not true?
a. Utility refers to the functioning of a system
b. Usability is concerned with making systems easy to use
c. Usability is concerned with adding complexity to the system
d. Poorly designed computer system can be extremely annoying to users

75. Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?
- a. **Psychology**
 - b. Sociology
 - c. Statistics
 - d. Computer Science
76. ____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.
- a. Decision making
 - b. **Reasoning**
 - c. Problem Solving
 - d. None
77. Which of the following is not type of reasoning?
- a. **Sensitive**
 - b. Deductive
 - c. Inductive
 - d. Abductive
78. _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.
- a. **Buttons**
 - b. Pointers
 - c. Menus
 - d. Windows
79. Building things from user's perspective is called _____.
- a. Functionality
 - b. **Usability**
 - c. Portability
 - d. None of the given
80. What is a semantic network?
- a. **A model of long-term memory**
 - b. A record of our memory of events
 - c. The part of the brain which allows us to remember things
 - d. A mechanism for improving memory
81. Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- a. Three-dimensional
 - b. WIMP**
 - c. Point and click
 - d. Selection
82. What are the three types of reasoning?
- a. Deductive, Productive and Inductive
 - b. Abdicative, Inductive and Deductive**
 - c. Inductive, Abdicative, and Reproductive
 - d. Productive, Reproductive and Deductive
83. Ergonomics is also called_____.
- a. Assembly
 - b. Human Factors**
 - c. Computer Factor
 - d. Design Principle
84. Which of the following is true about Short-Term memory?
- a. Short-term memory has a limited capacity.**
 - b. Short-term memory has an unlimited capacity.
 - c. Short-term memory has no capacity.
 - d. Short-term memory has large but limited capacity.
85. The not so familiar senses of human in HCI is _____
- a. Sight and hearing
 - b. Taste and smell**
 - c. Sight and taste
 - d. Touch and smell
86. The term human computer interaction is used interchangeably with
- a. Physics
 - b. Psychology
 - c. Management
 - d. Ergonomic**
87. What is a semantic network?
- a. A model of long-term memory**
 - b. A record of our memory of events
 - c. The part of the brain which allows us to remember things
 - d. A mechanism for improving memory

88. ____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.
- User Interaction Models
 - Conceptual Models
 - Interface Metaphors**
 - Design Metaphors
89. The effectiveness, efficiency and satisfaction with which specified users achieve specified goals in particular environments is defined as _____
- Usability**
 - Effectiveness
 - Standards
 - Satisfaction
90. _____ for interactive system design are usually set by national or international bodies to ensure compliance with a set of design rules by a large community.
- Usability
 - Effectiveness
 - Standards**
 - Satisfaction
91. A _____ is a guideline or general principle or rule of thumb that can guide a design decision or be used to critique a decision that has already been made.
- Usability
 - Effectiveness
 - Heuristic**
 - Satisfaction
92. Aspect gives us hints and tips about using and creating user interface idioms.
- Strategic
 - Tactical**
 - Efficient
 - Reliable
93. GOMS stands for:
- Goals, operation, methods, and selection rules**
 - Goals, objects, models and selection rules
 - Goals, operations, methods, and state rules
 - Goals, operations, models and state rules

94. Learnability, flexibility, and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?
1. Effectiveness 2. Efficiency 3. Fault tolerance 4. Satisfaction
- a. 1 and 2
- b. 1, 2 and 4**
- c. 2 and 3
- d. 2 and 4
95. The comfort and acceptability of use is called
- a. Efficiency**
- b. Effectiveness
- c. Satisfaction
- d. Adaptability
96. What do you procrastinate on? is type of ____
- a. Priorities
- b. Avoidance**
- c. Exceptions
- d. Preference
97. ____ Cognitive process involves encoding and recalling knowledge and acting appropriately.
- a. Attention
- b. Reduction
- c. Memory**
- d. Encoding
98. Human eye is very sensitive to ____
- a. Air
- b. Smoke
- c. Light**
- d. Sand
99. ____ is how a person communicates his or her needs or desires to the computer
- a. Input
- b. Output
- c. Both Input & Output**
- d. Process
100. The capacity of eye resolve detail is called
- a. Audio acuity

- b. **Visual acuity**
c. Listener acuity
d. Reading acuity
101. Certain factors that help us to interact with graphical based systems is ____
a. Indirect manipulation
b. **Direct manipulation**
c. Both
d. None
102. Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of ____
a. **Direct manipulation**
b. Desktop metaphors
c. Central processing unit
d. None
103. The _____ was the first interactive dialog style to be commonly used.
a. Form filling
b. **Command line**
c. Qualitative
d. Quantitative
104. ____ interfaces are used primarily for data entry but can also be useful in data retrieval applications
a. **Form filling**
b. Command line
c. Qualitative
d. Quantitative
105. _____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.
a. **Qualitative, Quantitative**
b. Quantitative, Qualitative
c. None of them
106. The Usability Engineering lifecycle was proposed by _____.
a. **Deborah Mayhew**
b. Webster
c. Barry Boehm
d. Hartson

107. Roughly _____ percent of the male population has some degree of color blindness.
- a. **10**
 - b. 20
 - c. 30
 - d. 40
108. You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?
- a. E and 4
 - b. E and 7
 - c. **E, 4 and 7**
 - d. 4, E, 7 and K
109. Which of the following device cannot be useful for a visually impaired person?
- a. A typical keyboard
 - b. **A typical monitor**
 - c. A typical speaker
 - d. A typical processor
110. What is the main strength of the Problem Space Framework as a model of human problem solving?
- a. **It operates within the constraints of the human processing system**
 - b. It explains what is involved in insight
 - c. It allows ill-defined problems to be solved
 - d. None of these
111. A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.
- a. Button
 - b. Pointer
 - c. **Palette**
 - d. Title bar
112. The most common type of device for producing hard copy output is the
- a. **Printer**
 - b. Monitor
 - c. Speaker
 - d. Plotter
113. Where would you find the letters "QWERTY"?
- a. Joy Stick
 - b. Light Pen

- c. Numeric Pad
 - d. Keyboard**
114. What does a light pen contain?
- a. Lead
 - b. Ink
 - c. Light Sensing Elements**
 - d. Oil
115. A joystick is primarily used to/for
- a. Control sound on the screen
 - b. Computer gaming**
 - c. Enter text.
 - d. Draw pictures
116. Which of the following groups consists of only input devices?
- a. Mouse, Keyboard, Monitor
 - b. Mouse, Keyboard, Printer
 - c. Mouse, Keyboard, Plotter
 - d. Mouse, Keyboard, Scanner**
117. Which one is not Navigational Components?
- a. Slider
 - b. Breadcrumb
 - c. Progress bar**
 - d. Icons
118. A small picture that is used to represent a closed window is said to be a/an
- a. Menu
 - b. Toolbar
 - c. Status Bar
 - d. Icon**
119. Which of the following type of devices is related to give instructions to the computer?
- a. Input Devices**
 - b. Output Devices
 - c. Monitors
 - d. Hard Disks
120. Using icons on the desktop to represent operations is a type of ___ constraint.
- a. Physical

- b. Logical
 - c. Cultural**
 - d. Visual
121. ____ minimizes errors.
- a. Affordance
 - b. Visibility**
 - c. Constraints
 - d. Limitation
122. ____ are dragged down from the title at the top of the screen.
- a. Pull Down Menus**
 - b. Main Menus
 - c. Icons
 - d. Buttons
123. Which of the following is proportional to the amplitude of the sound; the frequency remains constant?
- a. Pitch
 - b. Loudness**
 - c. Timber
 - d. None
124. "Mistakes" and "Slips" are two forms of:
- a. Errors**
 - b. Goals
 - c. Evaluation
 - d. Objectives
125. Which interface system is based on the question/answer dialogue?
- a. Command Line interfaces
 - b. Query interfaces**
 - c. Menus
 - d. Natural Language interfaces
126. Example of form fill interface is ____
- a. A dialog box
 - b. Pop-up menus
 - c. Data entry form on some university web**
 - d. Command console

127. Which of the following is used to toggle between two states?
- a. Check boxes
 - b. Radio buttons**
 - c. Toolbars
 - d. Menus
128. Which kind of menu is designed primarily for expert users because there is no visual clue to its presence?
- a. Iconic
 - b. Pop-Up**
 - c. Cascading
 - d. Pull-Down
129. Which of the following is important in user interface design?
- a. Practice Iterative Design
 - b. Understand Your Users And Their Tasks
 - c. Use Automated Tools In Designing User Interface
 - d. Both (A) And (B)**
130. Which of the following is a text entry device?
- a. Keyboard**
 - b. Mouse
 - c. Monitor
 - d. Touch pad
131. The ___ model should match the ___ model.
- a. User, conceptual
 - b. Conceptual, mental**
 - c. Mental, central
 - d. Conceptual, central
132. Requirements specification involves:
- A. Capturing the functional requirements of the system architecture
 - B. Eliciting information about Work domain from the customer
- a. Only A
 - b. Only B**
 - c. Both A and B
 - d. None
133. What are the most common things you do with the product is a type of ___
- a. Goal-oriented question

- b. **System-oriented question**
- c. Workflow-oriented question
- d. Attitude-oriented question
134. Top of the web page contain the ____
- a. Menu
- b. **Title bar**
- c. Home icon
- d. Back button
135. ____ is a usability goal and refers to how easy a system is to remember how to use, once learned.
- a. Learnability
- b. **Memorability**
- c. Utility
- d. Usability
136. When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?
- a. **Alerts**
- b. Confirmation
- c. Feedback
- d. Delete
137. ____ is the best example for design.
- a. **View**
- b. Model
- c. Analyzing
- d. Process
138. What is the benefit of good design?
- a. Positive effect or performance
- b. Success
- c. **Both a & b**
- d. None
139. Study of how computer works together and to satisfy for accurate results is known as
- a. **Good design**
- b. HCI
- c. Bad design
- d. Interaction

140. _____ & _____ are the main functions of GUI.
- a. **Pointing & Selecting**
 - b. Selecting & Executing
 - c. Pointing & Editing
 - d. Selecting & Editing
141. _____ is an intermediate between users and computer.
- a. Keyboard
 - b. Monitor
 - c. **Both a & b**
 - d. Mouse
142. Specifically Text could be replaced by graphical images are called.
- a. **Icon's**
 - b. Pictures
 - c. Images
 - d. Video
143. Graphics was first introduced in the year ____
- a. 1962
 - b. 1964
 - c. 1963
 - d. **1960**
144. Operations includes accessing & modifying objects by ____
- a. Selecting
 - b. Manipulating
 - c. Pointing
 - d. **Both a & b**
145. Graphic screen assumed as ____ look
- a. **3-D**
 - b. 2-D
 - c. 1-D
 - d. 4-D
146. People performing operations are called ____ on objects
- a. **Operating**
 - b. Actions
 - c. Pointing
 - d. None of these

147. The primary interaction mechanism is ____ a device of some kind.
- a. Pointing
 - b. Selecting
 - c. Computing
 - d. **Both a & c**
148. Collection of Techniques & mechanism to interact with tools or etc. is known as ____
- a. Actions
 - b. Graphic
 - c. Icon's
 - d. **Graphical user interface**
149. The ____ could be represented by object or actions.
- a. Icon's
 - b. Images
 - c. **Both a & b**
 - d. Graphics
150. Mac stands for ____.
- a. Medium access control
 - b. Memory Access control
 - c. Media Access control
 - d. **Both a & c**
151. What is the Full Form of WYSIWYG ____
- a. What you see is what you give
 - b. **What you see is what you get**
 - c. What you see is what you gain
 - d. What you sent is what you get
152. The user interacts with a collection of elements referred to as ____
- a. **Objects**
 - b. Actions
 - c. Records
 - d. Design
153. Allows rapid entry of text by experienced users.
- a. Mouse
 - b. **Keyboard**
 - c. Printer
 - d. Monitor

154. Symmetry opposite is a
- a. Irregularity
 - b. Economy
 - c. Regular
 - d. **Asymmetry**
155. In web page use an _____ only to indicate a navigation link
- a. **Underline**
 - b. Attention
 - c. Creation
 - d. Standard
156. Predictability opposite is
- a. Regular
 - b. Irregular
 - c. **Spontaneity**
 - d. Sequentially
157. Economy opposite is a
- a. Spontaneity
 - b. Predictability
 - c. **Intricacy**
 - d. Sequentially
158. Unity opposite is a
- a. Proportional
 - b. Illustrated
 - c. Aesthetically
 - d. **Fragmentation**
159. Regularity opposite is an
- a. Economy
 - b. **Irregularity**
 - c. Common
 - d. Unregularity
160. _____ arrays are perceived as larger.
- a. Difficult
 - b. **Asymmetric**
 - c. Symmetric
 - d. Illustrated

161. Provide economy by using as
- a. **Few Style and color as possible**
 - b. Few Style
 - c. Regularity
 - d. Design
162. Sequential opposite is
- a. Testing
 - b. Step by step
 - c. **Randomness**
 - d. All the above
163. _____ Menus are presented on a series of screens possessing only one path.
- a. Single
 - b. Sequential
 - c. **Sequential linear**
 - d. Symmetric
164. For large collections of menu alternatives screen clutter can easily occur in ____ menus
- a. Sequential
 - b. Single
 - c. **Simultaneous**
 - d. Sequential linear
165. Connected menus are networks of menus all _____ in some manner.
- a. Disconnected
 - b. Inner connected
 - c. Intra connected
 - d. **Inter connected**
166. _____ menu gives the user full control over the navigation flow.
- a. **Connected**
 - b. Control
 - c. Single
 - d. Sequential
167. _____ menus provide an ever-present background of control over the system's state and parameters while the user is working on a foreground task.
- a. Event-Tracking
 - b. Event-Traveling
 - c. **Event-Trapping**

- d. Event-Ticking
168. In some cases execution may only occur after a hierarchical menu tree is _____.
a. Terminated
b. Executed
c. Navigated
d. None
169. A connected menu system may be _____.
a. Cyclic
b. Acyclic
c. Both A & B
d. Linear
170. In _____ scheme the defined branching order may not fit the user's conception.
a. Simultaneous
b. Single
c. Hierarchical
d. Sequential
171. When many relationships exist between menu alternatives, and some menu options are only appropriate depending upon a previous menu selection, _____ menus are best solutions.
a. Simultaneous
b. Single
c. Sequential linear
d. Hierarchical
172. _____ menu may immediately change some parameter in the current environment
a. Single
b. Sequential linear
c. Event-Trapping
d. Connected
173. The main purpose of selecting a menu choice may simply be to _____ information
a. Execute
b. Display
c. Select
d. None
174. A menu's _____ provides information to keep the user oriented.
a. Title

b. Context

- c. Content
- d. None

175. The highest-level graphical system menu is commonly called the _____.

a. Menu Bar

- b. Task Bar
- c. Pull down menu
- d. None

176. The ____ contains a descriptive title identifying the purpose or content of the window.

a. Title Bar

- b. Frame
- c. Caption bar
- d. None

177. A window can be split into two or more separate viewing areas that are called ____.

a. Planes**b. Panes**

- c. Plans
- d. Pans

178. Use _____ windows to extend the interaction.

a. Primary**b. Secondary**

- c. Multiple
- d. None

179. _____ Interface is used where object and window have a simple, one-to-one relationship.

a. Single-Document

- b. Multiple-Document interface
- c. Work books
- d. Modal Based Document

180. _____ is used when interaction with any other window must not be permitted.

a. Mode**b. Model****c. Modal**

- d. Mode less

181. _____ are sometimes referred to as ribbons, toolboxes, rulers, or palettes.

- a. Menu
 - b. Toolbar
 - c. Palate
 - d. Specialized toolbar**
182. _____ windows is a special type of overlapping window has the windows automatically arranged in a regular progression.
- a. Tiled
 - b. Cascading**
 - c. Scroll down
 - d. Boundary
183. The first and oldest kind of window are _____ windows
- a. Over lapping
 - b. Tiled**
 - c. Cascading
 - d. Boundary
184. Which defines its boundaries and distinguish it from other windows?
- a. Frame
 - b. Boundary
 - c. Both A&B**
 - d. Tiled
185. We use _____ windows for Single-task activities.
- a. Tiled**
 - b. Cascading
 - c. Overlapping
 - d. Boundary
186. No window space is consumed when _____ are not used.
- a. Menu Bars
 - b. Pull down menus**
 - c. Menus
 - d. Palette
187. _____ menus are used to reduce the number of choices presented together for selection.
- a. Cascading**
 - b. Pull down
 - c. Pull up
 - d. Palette

188. The top-level menus are simplified because some choices are _____.
a. Visible
b. Appear
c. Hidden
d. Highlighted
189. _____ is set in a holder and can be rotated by hand to move cursor on a computer screen
a. Trackball
b. Joystick
c. Mouse ball
d. Keyboard
190. An input device in the form of a small panel containing different touch-sensitive areas.
a. Trackball
b. Joystick
c. Touchpad
d. Keyboard
191. An advantage of a command button is that it is _____.
a. Always visible.
b. Always hidden.
c. High in graphics.
d. Low in graphics.
192. Common button functions should have standard _____.
a. Name
b. Value.
c. Shape.
d. Size.
193. Generally _____ shaped buttons are preferred because they fit best.
a. Square.
b. Rectangle.
c. Cube.
d. Oval.
194. When a button leads to a cascading dialog, include an _____ after the label.
a. Ellipsis (...)
b. Triangle pointing.
c. Double arrow (>>)
d. Single arrow (->)

195. Temporarily unavailable choices button should be
- a. Dimmed
 - b. Grayed out
 - c. Both A & B**
 - d. None
196. In a button, the label may consist of
- a. Text.
 - b. Graphics.
 - c. Both A & B.**
 - d. None.
197. The mnemonic should be the ____ character of the button's label.
- a. First**
 - b. Middle
 - c. Last
 - d. Any
198. A Text Entry/Read-Only control contains text that is exclusively entered or modified through_____.
- a. Keyboard.**
 - b. Edited.
 - c. Copied.
 - d. Return.
199. When first displayed, the box may contain _____ value.
- a. Blank.
 - b. Initial
 - c. Null
 - d. Both A & B.**
200. A text box in rectangular shape into which information is typed is also referred as
- a. Edit Box.**
 - b. Drop Box.
 - c. Fill Box.
 - d. Compose.
201. The information in a read-only text field is most effectively displayed on the ____
- a. Box.
 - b. Background.**
 - c. Window.
 - d. None

202. Advantage of Text Entry/Read-Only Controls is
- a. Flexibility.
 - b. Consume less screen space.
 - c. Requires typewriting keyboard.
 - d. Both A & B**
203. A controls that consisting of a series of graphical alternatives
- a. List boxes
 - b. Drop-down
 - c. Pop-up list boxes
 - d. Palettes**
204. A list being displayed in a fixed list box has _____size limit.
- a. 0-6
 - b. 6-8
 - c. 12-14
 - d. No**
205. Combination entry is possible for a control to possess the characteristics of both a____`
- a. Text field
 - b. Selection field
 - c. Both A&B**
 - d. None
206. _____set one item from a small set of mutually exclusive options
- a. Radio buttons**
 - b. List boxes
 - c. Check boxes
 - d. Drop Box
207. _____allow either typed entry in a text box or selection from a list of options in a permanently displayed list box attached to the text box.
- a. Spin boxes
 - b. Combo box**
 - c. Both A&B
 - d. Textbox
208. Adequate screen space is not available in_____.
- a. Spin box
 - b. Combo box**
 - c. Check box

- d. Textbox
209. A _____ is a window that contains text scrolling horizontally.
- a. Scroller
 - b. Scrolling ticker
 - c. Both A&B**
 - d. Textbox
210. If the data is unfamiliar or prone to typing errors, choose a _____
- a. Selection margin
 - b. Combination selection
 - c. Selection technique**
 - d. All
211. Aided entry, also known as _____
- a. Auto completion**
 - b. Auto competency
 - c. Auto compulsion
 - d. None
212. The name of the document should be shown on the application's _____
- a. Menu Bar
 - b. Title Bar**
 - c. Tool Bar
 - d. Status Bar
213. _____ are used to create applications, such as a game, a web browser, a camera, or media player.
- a. Application Frameworks**
 - b. Mobile Web Widget
 - c. Clickstream
 - d. Pixel Density
214. A _____ is a standalone chunk of HTML-based code that is executed by the end user in a particular way.
- a. Application Frameworks
 - b. Mobile Web Widget**
 - c. Clickstream
 - d. Pixel Density

215. _____ is a term used for showing the behavior on websites, displaying the order in which users travel through a site's information architecture, usually based on data gathered from server logs.
- Application Frameworks
 - Mobile Web Widget
 - Clickstream**
 - Pixel Density
216. The _____ is determined by dividing the width of the display area in pixels by the width of the display area in inches.
- Application Frameworks
 - Mobile Web Widget
 - Clickstream
 - Pixel Density**
217. Which of the following is example of Licensed Mobile Platform?
- Java ME**
 - iPhone
 - Android
 - Blackberry
218. Which one is the basic input device in GUI
- Mouse**
 - Graphics tablet
 - Voice system
 - Touch panel
219. GUI means
- Graphical user interface**
 - Graphical user interaction
 - Graphics uniform interaction
 - None of the above
220. Plasma panel are also called
- Liquid crystal display
 - Gas discharge display**
 - Non emissive display
 - Emissive display
221. The visual language includes _____ for representing visual sentences.
- Visual language
 - Icons

- c. **Both a & b**
d. None of these
222. What is/are the main component / components of user interface?
a. Presentation language
b. Action language
c. **Both a and b**
d. Only a
223. Which type of user interface provide input by typing a string in the keyboard?
a. Graphical user interface
b. **Command line user interface**
c. Natural language interface
d. Menu interface
224. Natural language user interface can accept input in the form of
a. String Command
b. **Speech**
c. Image
d. Text
225. In graphical user interface of operating system to point file user uses
a. **Pointer**
b. Common Line Interface
c. File Based Interface
d. Voice Based Interface
226. Files and directories of graphical user interface of operating system programs are known as
a. Commands
b. Graphics
c. Text
d. **Folders**
227. The maximum number of points that can be displayed without overlap on a CRT is referred to as?
a. Attenuation
b. Persistence
c. **Resolution**
d. None of above
228. Gray scale is used in?
a. **Monitor that have no color capability**

- b. Monitor that have color capability
 - c. Random scan display
 - d. None of above
229. _____ used to regulate the flow of electrons in CRT?
- a. Focusing electrode
 - b. Electronic Gun
 - c. Control electrode**
 - d. Electronic Electrode
230. The typical aspect ratio of the CRT is?
- a. 0.8**
 - b. 0.5
 - c. 0.2
 - d. 0.99
231. In a display specified as 600x400 the number of pixels across the display screen is?
- a. 600**
 - b. 400
 - c. 240000
 - d. 24000
232. The number of LED display indicators in logic probe are?
- a. 0
 - b. 1
 - c. 2**
 - d. 3
233. Which type of display is used in digital watches?
- a. CRT
 - b. LED display
 - c. HD display
 - d. LCD display**
234. An LCD display mechanism that uses an individual transistor to control every pixel in the screen is called_____
- a. Passive Matrix Screen
 - b. Active Matrix Screen**
 - c. Both (A) And (B)
 - d. None Of These

235. The purpose of refreshing a CRT is _____
- a. **To avoid flickering**
 - b. To maintain steady picture
 - c. To avoid fading of pixels
 - d. All of the above
236. Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer?
- a. Allow interaction to interruptible.
 - b. Allow interaction to be undoable.
 - c. Hide technical internals from casual users
 - d. **Only provide one rigidly defined method for accomplishing a task**
237. Interface consistency implies that
- a. Each application should have its own distinctive look and feel
 - b. Input mechanisms remain the same throughout the application
 - c. Navigational methods are context sensitive
 - d. Visual information is organized according to a design standard
 - e. **B and D**
238. Which model depicts the look and feel of the user interface along with all supporting information?
- a. **Implementation model**
 - b. User model
 - c. User's model
 - d. System perception
239. Which of these framework activities is not normally associated with the user interface design processes?
- a. **Cost estimation**
 - b. Interface construction
 - c. Interface validation
 - d. User and task analysis
240. Several common design issues surface for almost every user interface including
- a. Adaptive user profiles
 - b. Error handling
 - c. Resolution of graphics displays
 - d. System response time
 - e. **Error handling & System response time**

241. Which of the following is not a type of user interface?
- a. Command language based
 - b. Menu based
 - c. Efficiency based**
 - d. Direct manipulation based
242. Which of the following objectives are not the one that the user interface offers?
- a. Help user interact with the software.
 - b. Give commands and input through the instructions that are displayed via user interface.
 - c. To improve the coding skills of the users.
 - a. All a, b and c are correct
 - b. Only a and b are correct**
 - c. Only a and b are correct
 - d. None of the given options is correct
243. Which of the following statements is true?
- a. In the graphical User interface, different information can be simultaneously displayed on the screen.
 - b. In the Text-based User interface, different information can be simultaneously displayed on the screen.
 - a. Only a is true**
 - b. Only b is true
 - c. Both a and b are true
 - d. None of them is true
244. Which of the following devices are mainly responsible for the user interface?
- a. Input and output devices**
 - b. Memory devices
 - c. Processor
 - d. Operating system
245. Which of the following is not a design principle that allow the user to maintain control?
- a. Provide for flexible interaction
 - b. Allow user interaction to be interrupt-able and undo-able
 - c. Show technical internals from the casual user**
 - d. Design for direct interaction with objects that appear on the screen
246. Which of the following is not a user interface design process?
- a. User, task, and environment analysis and modeling
 - b. Interface design
 - c. Knowledgeable, frequent users**

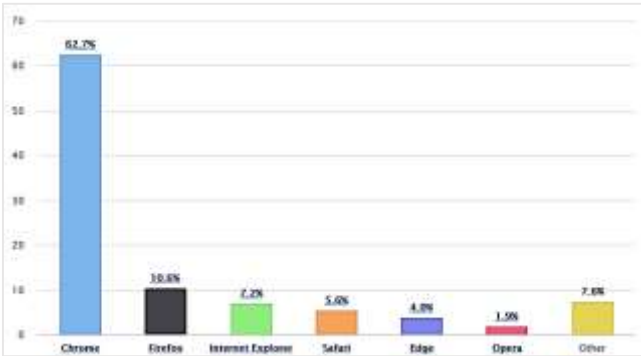
- d. Interface validation
247. When users are involved in complex tasks, the demand on _____ can be significant.
- a. **Short-term memory**
 - b. Shortcuts
 - c. Objects that appear on the screen
 - d. All of the mentioned
248. Which of the following option is not considered by the Interface design?
- a. The design of interfaces between software components
 - b. The design of interfaces between the software and human producers and consumers of information
 - c. **The design of the interface between two computers**
 - d. All of the mentioned
249. What incorporates data, architectural, interface, and procedural representations of the software?
- a. **Design model**
 - b. User's model
 - c. Mental image
 - d. System image
250. What establishes the profile of end-users of the system?
- a. Design model
 - b. **User's model**
 - c. Mental image
 - d. System image
251. What combines the outward manifestation of the computer-based system, coupled with all supporting information that describe system syntax and semantics?
- a. Mental image
 - b. Interface design
 - c. **System image**
 - d. Interface validation
252. _____ is our awareness and understanding of the elements and objects of our environment
- a. Visual acuity
 - b. Memory
 - c. **Perception**
 - d. Sensory Storage

253. _____ is our ability to encode, store, retain and subsequently recall the information & past experience in the human brain
- a. Visual acuity
 - b. Memory**
 - c. Perception
 - d. Sensory Storage
254. _____ is the buffer where the automatic processing of information collected from our senses takes place
- a. Visual acuity
 - b. Memory
 - c. Perception
 - d. Sensory Storage**
255. The capacity of the eye to resolve details is _____
- a. Visual acuity**
 - b. Memory
 - c. Perception
 - d. Sensory Storage
256. _____ is used to focus directly on something
- a. Memory
 - b. Perception
 - c. Peripheral vision
 - d. Foveal vision**
257. _____ can aid a visual search, but can also be distracting.
- a. Memory
 - b. Perception
 - c. Peripheral vision**
 - d. Foveal vision
258. A _____ is simply an internal representation of a person's current understanding of something
- a. Memory
 - b. Mental model**
 - c. Peripheral vision
 - d. Foveal vision
259. _____ is the process of encoding in long-term memory information that is contained in short-term memory

- a. Memory
 - b. **Learning**
 - c. Peripheral vision
 - d. Foveal vision
260. An average expert typist types usually in speeds of _____ WPM
- a. **135**
 - b. 123
 - c. 90
 - d. 145
261. An average good typist types usually in speeds of _____ WPM
- a. **55**
 - b. 35
 - c. 90
 - d. 25
262. _____ is the process of looking at a series of written symbols and getting meaning from them
- a. **Reading**
 - b. Listening
 - c. Speaking
 - d. Keying
263. _____ is the action of conveying information or expressing one's feelings in speech
- a. Reading
 - b. Listening
 - c. **Speaking**
 - d. Keying
264. _____ refers to a person's writing created with a writing utensil such as a pen or pencil
- a. Reading
 - b. Listening
 - c. Speaking
 - d. **Handwriting**
265. _____ mainly focuses on market survey, conducting user interviews and user observation
- a. **Research Phase**
 - b. Modelling Phase
 - c. Support Phase
 - d. Framework Phase

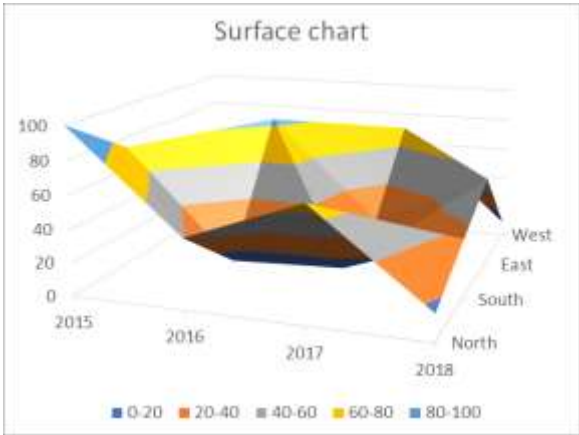
266. _____ is used to provide actual product design and framework for the system behaviour
- a. Research Phase
 - b. Modelling Phase
 - c. Support Phase
 - d. Framework Phase**
267. Maximum users are the _____ users
- a. Beginning
 - b. Intermediator**
 - c. Expert
 - d. None
268. _____ means the design and behavior across every part of the system should be similar
- a. Consistency**
 - b. Responsiveness
 - c. Efficiency
 - d. Forgiveness
269. _____ means a couple of things, basically responsive means **fast**
- a. Consistency
 - b. Responsiveness**
 - c. Efficiency
 - d. Forgiveness
270. _____ means achieving maximum productivity with minimum effort
- a. Consistency
 - b. Responsiveness
 - c. Efficiency**
 - d. Forgiveness
271. _____ is stabilization or equilibrium which is a midway center of suspension
- a. Balance**
 - b. Symmetry
 - c. Regularity
 - d. Predictability
272. _____ is considered as axial duplication
- a. Balance
 - b. Symmetry**
 - c. Regularity
 - d. Predictability

273. _____ is a uniformity of elements based on some principle or plan
- a. Balance
 - b. Symmetry
 - c. Regularity**
 - d. Predictability
274. _____ is a plan of presentation to guide the eye through the screen in a logical, rhythmic order, with the most important information significantly placed
- a. Balance
 - b. Symmetry
 - c. Regularity
 - d. Sequentiality**
275. _____ is the frugal and judicious use of display elements to get the message across as simply as possible
- a. Balance
 - b. Symmetry
 - c. Regularity
 - d. Economy**
276. _____ is coherence, a totality of elements that is visually all one piece
- a. Unity**
 - b. Symmetry
 - c. Regularity
 - d. Economy
277. _____ is directness and singleness of form, a combination of elements that results in ease of understanding the meaning of a pattern
- a. Simplicity**
 - b. Symmetry
 - c. Regularity
 - d. Economy
278. _____ refer to combining two or more associated elements
- a. Groupings**
 - b. Symmetry
 - c. Regularity
 - d. Economy
279. Below figure is example of _____



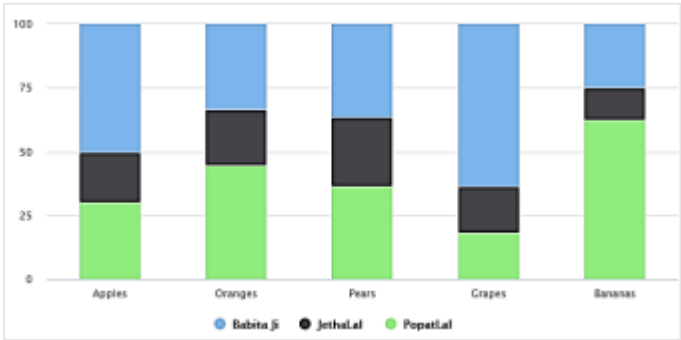
- a. **Bar Graph**
- b. Surface Chart
- c. Curve & Line Graph
- d. Stacked Bar

280. Below figure is example of _____



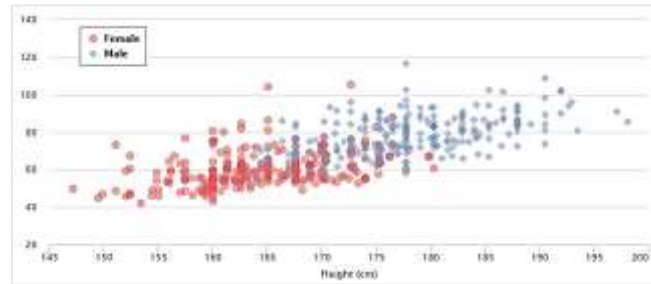
- a. Bar Graph
- b. **Surface Chart**
- c. Curve & Line Graph
- d. Stacked Bar

281. Below figure is example of _____



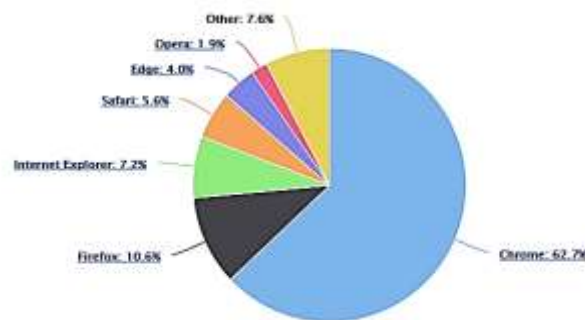
- a. Bar Graph
- b. Surface Chart
- c. **Curve & Line Graph**
- d. Stacked Bar

282. Below figure is example of _____



- a. Bar Graph
- b. Surface Chart
- c. Curve & Line Graph
- d. **Scatter Plots**

283. Below figure is example of _____



- a. Bar Graph
- b. Surface Chart
- c. Curve & Line Graph
- d. **Pie Chart**

284. _____ can considered as dividing information into units that are logical, meaningful and sensible

- a. **Ordering of screen**
- b. Visual Clarity
- c. Design
- d. Surface Chart

285. _____ is achieved when the display elements are organized and presented in meaningful and understandable ways

- a. Ordering of screen
- b. **Visual Clarity**
- c. Design
- d. Surface Chart

286. Which of the following is not an example of application

- a. Games

b. **Android**

- c. Web Browser
- d. Camera

287. Which of the following is not an example of operating systems

- a. IOS
- b. Android
- c. **Web Browser**
- d. BlackBerry

288. Which of the following is not an example of licensed platforms

- a. Java ME
- b. Windows Mobile
- c. **Palm**
- d. LiMo

289. Which of the following is not an example of proprietary

- a. **Java ME**
- b. BlackBerry
- c. Palm
- d. iPhone

290. Which of the following is an example of open source

- a. **Android**
- b. BlackBerry
- c. Palm
- d. iPhone

291. The _____ is the only application framework that works across virtually all devices and all platforms

- a. **Web**
- b. Android SDK
- c. Windows Mobile
- d. BREW

292. _____ is the API used to create native applications for the iPhone and iPod touch

- a. **Cocoa Touch**
- b. Windows Mobile
- c. BREW
- d. S60 Platform

293. SMS are limited to _____ characters

- a. 140
- b. 150
- c. 160**
- d. 170

294. _____ plays a significant role in a graphic design

- a. Layout**
- b. Color
- c. Graphics
- d. Message

295. New users had an average speaking rate of ____ words per minute

- a. 11
- b. 12
- c. 13
- d. 14**

296. API stands for

- a. Application Programming Interfaces**
- b. Application Phase Interfaces
- c. Application Phase Interaction
- d. Application Programming Interfaces

297. _____ is a licensed platform created by Qualcomm for mobile devices, mostly for the U.S. market

- a. BREW**
- b. Windows Mobile
- c. LiMo
- d. Java ME

298. Interface Toolkits for Java ME mobile framework is

- a. JavaFX**
- b. iPhone SDK
- c. Android SDK
- d. Mojo SDK

299. Interface Toolkits for iPhone mobile framework is

- a. JavaFX
- b. iPhone SDK**
- c. Android SDK
- d. Mojo SDK

300. Interface Toolkits for Android mobile framework is

- a. JavaFX
- b. iPhone SDK
- c. Android SDK**
- d. Mojo SDK

301. Interface Toolkits for Palm webOS mobile framework is

- a. JavaFX
- b. iPhone SDK
- c. Android SDK
- d. Mojo SDK**

302. _____ refers to the arrangement of elements on a page usually referring to specific placement of image, text and style

- a. Layout**
- b. Color
- c. Look & Feel
- d. Message

303. A _____ is an area of the screen, usually rectangular in shape, defined by a border that contains a particular view of some area of the computer

- a. Window**
- b. Menu
- c. Title
- d. Status

304. The _____ bar is the top edge of the window, inside its border and extending its entire width

- a. Window
- b. Menu
- c. Title**
- d. Status

305. A _____ bar is used to organize and provide access to actions

- a. Menu**
- b. Status
- c. Scroll
- d. Tool

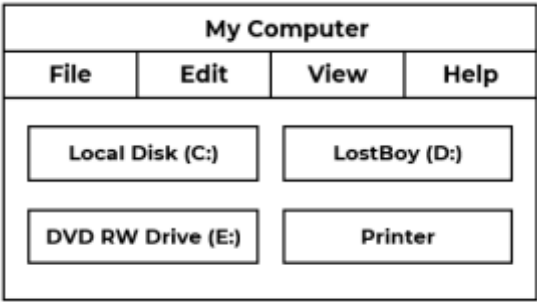
306. Microsoft recommends the bottom location and refers to this area as the _____ bar

- a. Menu
- b. Status**

- c. Scroll
 - d. Tool
307. When all display information cannot be presented in a window, the additional information must be found and made visible. This is accomplished by scrolling the display's contents through use of a _____ bar
- a. Menu
 - b. Status
 - c. Scroll**
 - d. Tool
308. _____ are sometimes called command bars
- a. Menu bar
 - b. Status bar
 - c. Scroll bar
 - d. Toolbar**
309. A _____ is a Microsoft Windows special handle included in a window to permit it to be resized.
- a. Size Grip**
 - b. Work Area
 - c. Command Area
 - d. Split Box
310. The _____ is the portion of the screen where the user performs tasks.
- a. Size Grip
 - b. Work Area**
 - c. Command Area
 - d. Split Box
311. The _____ is the first window which appears on the screen when activity or action is started
- a. Primary window**
 - b. Secondary window
 - c. Dialog box
 - d. Message box
312. _____ is used to present information that is continually updated for example: Date and time
- a. Primary window**
 - b. Secondary window
 - c. Dialog box
 - d. Message box

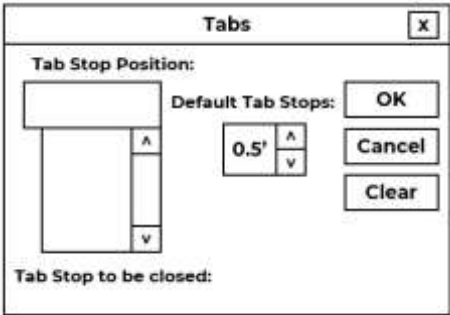
313. _____ are used for performing subordinate, supplementary or ancillary actions
- a. Primary window
 - b. Secondary window**
 - c. Dialog box
 - d. Message box
314. _____ is used for presenting brief messages
- a. Primary window
 - b. Secondary window
 - c. Dialog box**
 - d. Message box
315. _____ is used to perform actions that take short time to complete and are not frequently changed
- a. Primary window
 - b. Secondary window
 - c. Dialog box**
 - d. Message box
316. _____ is used for presenting complete set of properties for an object
- a. Property Sheets and Property Inspectors**
 - b. Primary window
 - c. Secondary window
 - d. Dialog box
317. _____ is used to display a message about a particular situation or condition
- a. Property Sheets and Property Inspectors
 - b. Primary window
 - c. Message box**
 - d. Dialog box
318. _____ is used to present a set of control
- a. Property Sheets and Property Inspectors
 - b. Palette Window**
 - c. Message box
 - d. Dialog box
319. _____ is used to display addition information
- a. Primary Window
 - b. Secondary Window
 - c. Pop up Window**
 - d. Palette Window

320. Below figure represents example of _____



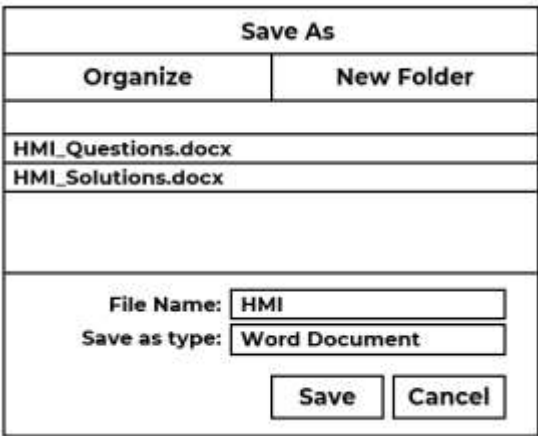
- a. **Primary Window**
- b. Secondary Window
- c. Pop up Window
- d. Palette Window

321. Below figure represents example of _____



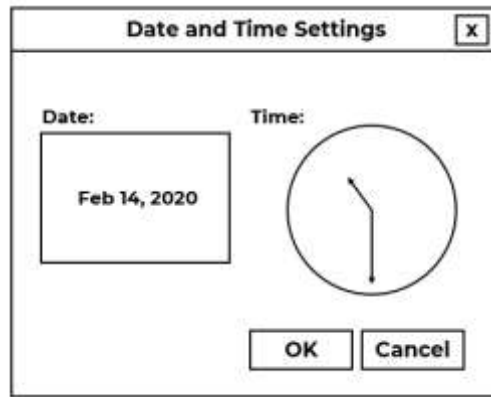
- a. Primary Window
- b. **Secondary Window**
- c. Pop up Window
- d. Palette Window

322. Below figure represents example of _____



- a. Message Box
- b. **Dialog Box**
- c. Pop Up Window
- d. Palette Window

323. Below figure represents example of _____



a. **Property Sheets and Property Inspectors**

- b. Dialog Box
- c. Pop Up Window
- d. Palette Window

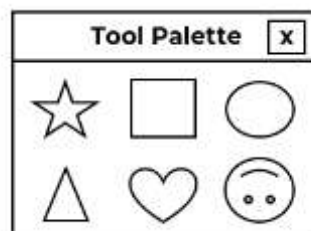
324. Below figure represents example of _____



a. **Message Box**

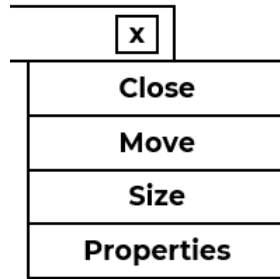
- b. Dialog Box
- c. Pop Up Window
- d. Palette Window

325. Below figure represents example of _____



- a. Message Box
- b. Dialog Box
- c. Pop Up Window
- d. **Palette Window**

326. Below figure represents example of _____



- a. Message Box
- b. Dialog Box
- c. Pop Up Window**
- d. Palette Window

327. _____ appear in one plane on the screen and expand or contract to fill up the display surface, as needed

- a. Tiled windows**
- b. Overlapping windows
- c. Cascading Windows
- d. Palette Window

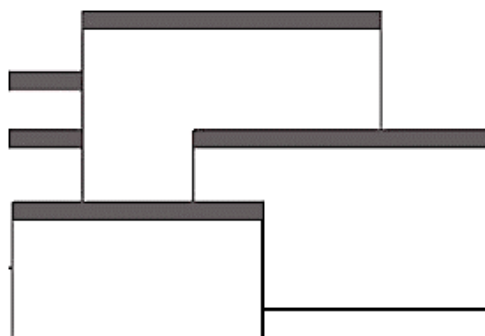
328. _____ may be placed on top of one another like papers on a desk

- a. Tiled windows
- b. Overlapping windows**
- c. Popup Windows
- d. Palette Window

329. _____ is a special type of overlapping window

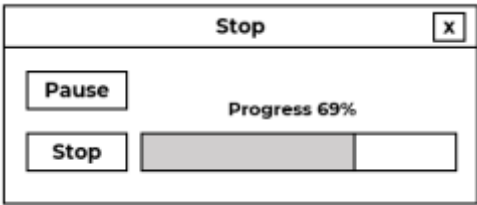
- a. Tiled windows
- b. Cascading Windows**
- c. Popup Windows
- d. Palette Window

330. Below figure represents example of _____



- a. Tiled windows
- b. Cascading Windows**

- c. Popup Windows
 - d. Palette Window
331. _____ provides information concerning the progress of a lengthy operation
- a. Status Message**
 - b. Information Message
 - c. Critical Message
 - d. Warning Message
332. _____ kind of message is usually identified by an “i” icon to the left of the message
- a. Status
 - b. Information**
 - c. Critical
 - d. Warning
333. _____ is also known as notification messages
- a. Status
 - b. Information**
 - c. Critical
 - d. Warning
334. _____ are usually identified by an “!”
- a. Status Message
 - b. Information Message
 - c. Critical Message
 - d. Warning Message**
335. _____ are also known as Action Messages
- a. Status Message
 - b. Information Message
 - c. Critical Message**
 - d. Warning Message
336. _____ are usually identified by an “?”
- a. Question Message**
 - b. Information Message
 - c. Critical Message
 - d. Warning Message
337. Below figure represents example of _____



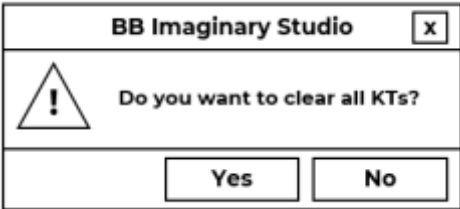
- a. **Status Message**
- b. Information Message
- c. Critical Message
- d. Warning Message

338. Below figure represents example of _____



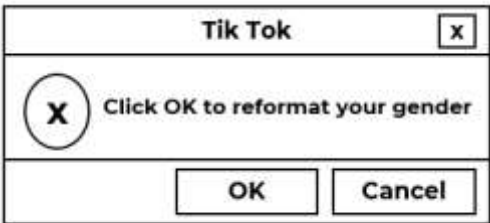
- a. Status Message
- b. **Information Message**
- c. Critical Message
- d. Warning Message

339. Below figure represents example of _____



- a. Status Message
- b. Information Message
- c. Critical Message
- d. **Warning Message**

340. Below figure represents example of _____

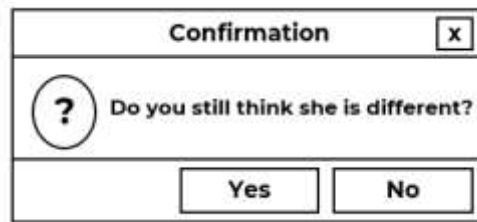


- a. Status Message
- b. Information Message

c. Critical Message

d. Warning Message

341. Below figure represents example of _____

**a. Question Message**

b. Information Message

c. Critical Message

d. Warning Message

342. HSL stands for

a. Hue Saturation Lightness

b. High Saturation Lightness

c. Hue Solid Lightness

d. High Solid Lightness

343. HSV stands for

a. Hue Saturation Value

b. High Saturation Value

c. Hue Solid Value

d. High Solid Value

344. _____ can be achieved by using the four primary colors, which are red, green, yellow, and blue

a. Simplicity

b. Consistency

c. Clarity

d. Colorblindness

345. Color blindness effects _____ percent of the male population

a. 9-12%

b. 2-3%

c. 4-5%

d. 6-7%

346. An _____ is a graphical representation of a program or file that, when clicked on, will be run or opened

a. Icon

- b. Color
- c. Message
- d. Text

347. _____ is a secondary menu that appears while you are holding the cursor over an item on the primary menu

- a. Cascading menu**
- b. Pop-up menu
- c. Tear off menu
- d. Iconic menu

348. _____ is also called as context menu

- a. Cascading menu
- b. Pop-up menu**
- c. Tear off menu
- d. Iconic menu

349. _____ is a menu which is capable of being moved to another portion of screen

- a. Cascading menu
- b. Pop-up menu
- c. Tear off menu**
- d. Iconic menu

350. An _____ is the objects in a graphic or pictorial form

- a. Cascading menu
- b. Pop-up menu
- c. Tear off menu
- d. Iconic menu**

351. _____ is also called as **radial menu**

- a. Cascading menu
- b. Pop-up menu
- c. Pie menu**
- d. Iconic menu

352. Below figure represents example of _____



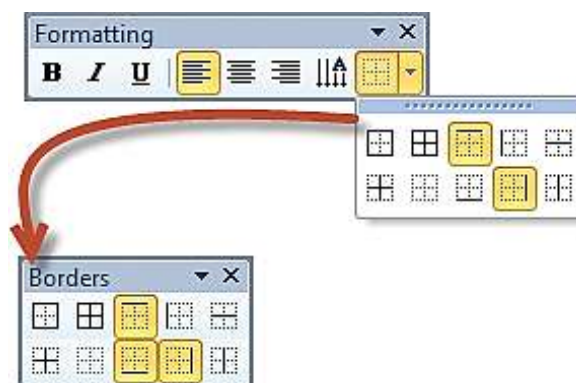
- a. Cascading menu
- b. Pop-up menu
- c. **Pie menu**
- d. Iconic menu

353. Below figure represents example of _____



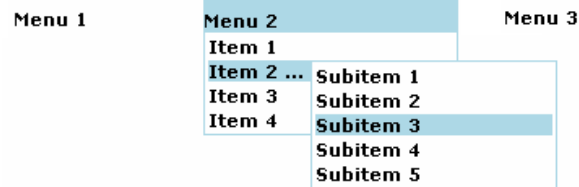
- a. Cascading menu
- b. Pop-up menu
- c. Pie menu
- d. **Iconic menu**

354. Below figure represents example of _____



- a. Cascading menu
- b. Pop-up menu
- c. **Tear off menu**
- d. Iconic menu

355. Below figure represents example of _____



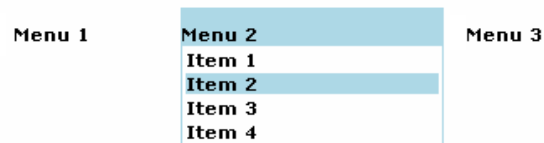
a. **Cascading menu**

b. Pop-up menu

c. Tear off menu

d. Iconic menu

356. Below figure represents example of _____



a. Cascading menu

b. Pop-up menu

c. **Pull down menu**

d. Iconic menu

357. Which file format is ideal for Web photos?

a. Tiff

b. Gif

c. **Jpeg**

358. JPEG stands for

a. **Joint Photographic Experts Group**

b. Joint Picture Experts Group

c. Joint Portable Experts Graphics

d. Joint Picture Experts Graphics

359. GIF stands for

a. **Graphics Interchange Format**

b. Group Image Format

c. Graphics Image Format

d. Graphics Interchange Frame

360. PNG stands for

a. **Portable Network Graphics**

b. Portable Network Group

c. Picture Network Graphics

d. Picture Network Group

361. SVG stands for

- a. **Scalable Vector Graphics**
- b. Scalable Vector Group
- c. Scalable Vision Graphics
- d. Scalable Vision Group

362. TIFF stands for

- a. **Tag Image File Format**
- b. Tag Interchange File Format
- c. Tag Image Free Format
- d. Tag Interchange Free Format

363. A _____ is an element of a graphical user interface that is intended to inform the user that an operation is in progress

- a. **Progress indicator**
- b. Percent complete message
- c. Elapsed time message
- d. Hourglass pointer

364. _____ is also known as **Windows Wait Cursor**

- a. Progress indicator
- b. Percent complete message
- c. Elapsed time message
- d. **Hourglass pointer**

365. Below figure represents example of _____



LOADING

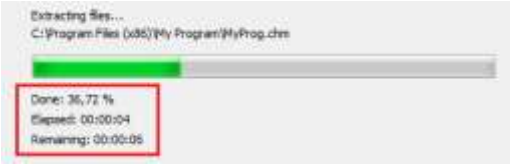
- a. Progress indicator
- b. Percent complete message
- c. Elapsed time message
- d. **Hourglass pointer**

366. Below figure represents example of _____



- a. Progress indicator
- b. Percent complete message
- c. Elapsed time message
- d. **Blinking for Attention**

367. Below figure represents example of _____



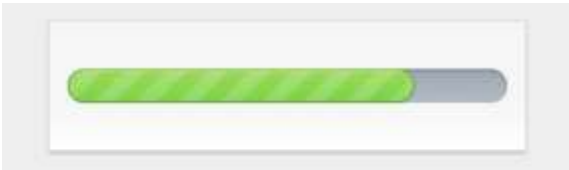
- a. Progress indicator
- b. Percent complete message
- c. **Elapsed time message**
- d. Blinking for Attention

368. Below figure represents example of _____



- a. Progress indicator
- b. **Percent complete message**
- c. Elapsed time message
- d. Blinking for Attention

369. Below figure represents example of _____



- a. **Progress indicator**
- b. Percent complete message
- c. Elapsed time message
- d. Blinking for Attention

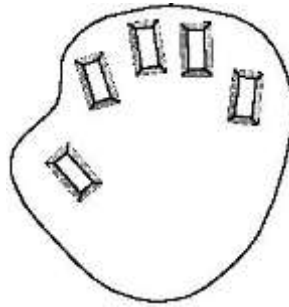
370. Below figure represents example of _____



- a. **Alpha Numeric Keyboard**
- b. Chord Keyboard

- c. T9 Entry
- d. Phone Pad

371. Below figure represents example of _____



- a. Alpha Numeric Keyboard
- b. Chord Keyboard**
- c. T9 Entry
- d. Phone Pad

372. Below figure represents example of _____



- a. Mouse**
- b. Trackball
- c. Light Pen
- d. Stylus

373. Below figure represents example of _____



- a. Mouse
- b. Trackball
- c. Light Pen
- d. Stylus**

374. Below figure represents example of _____



- a. Mouse
- b. Trackball
- c. **Light Pen**
- d. Stylus

375. Below figure represents example of _____



- a. Mouse
- b. **Trackball**
- c. Light Pen
- d. Stylus

376. Below figure represents example of _____



- a. **Touch Screen**
- b. Trackball
- c. Light Pen
- d. Stylus

377. Below figure represents example of _____



- a. **Joystick**
- b. Trackball
- c. Light Pen
- d. Stylus

378. Which of the following is not an components of the HCI approach to design?

- a. Tasks
- b. Usability
- c. Humans**
- d. Technology

379. Which of the following is the most likely interface metaphor used by a smartphone calendar?

- a. Take-out Menu
- b. A paper diary**
- c. Mobile Technology
- d. A touchscreen

380. What is the major difference between the two websites?



- a. Background color
- b. The first website provides control over number of results
- c. The second website only contains UI components which are essential**
- d. The second website has a better color scheme

381. Which of the following is not true of a good design:

- a. Everything designed has an explicit criteria such that the design is useful and usable
- b. Everything is designed keeping a vague context in mind**
- c. Both of the above
- d. None of the above

382. Identify the "interaction" component out of the HCI components (i.e. humans, computer, and interaction) in the following scenario: "A doctor performs an ultrasound on the ultrasound machine using the handheld device."

- a. A doctor
- b. performs an ultrasound**
- c. the ultrasound machine
- d. the handheld device

383. Observe the image below and select the best corresponding option



- a. This is good design because the layout is original and new
 - b. This is bad design because the direction keys are unaligned with the actual directions**
 - c. This is good design because the arrangement makes the keyboard compact
 - d. This is bad design because it is aesthetically unappealing
384. _____ are sold to device makers for nonexclusive distribution
- a. Licensed**
 - b. Proprietary
 - c. Open source
 - d. None
385. _____ platforms are designed and developed by device makers for use on their devices.
- a. Licensed
 - b. Proprietary**
 - c. Open source
 - d. None
386. Which of the following is the disadvantage of SMS
- a. They can be incorporated into any web or mobile application.
 - b. They can be simple to set up and manage.
 - c. They work on any mobile device nearly instantaneously.
 - d. They're limited to 160 characters.**
387. Which of the following is the disadvantage of mobile web widgets
- a. They are easy to create, using basic HTML, CSS, and JavaScript knowledge.
 - b. They can be simple to deploy across multiple handsets.
 - c. They offer an improved user experience and a richer design, tapping into device features and offline use.
 - d. They require learning additional proprietary, non-web-standard techniques.**
388. _____ is the surroundings in which information is processed, and the application user experience is no different.
- a. Actually context**
 - b. Utility Context

- c. Locale Context
 - d. All of the above
389. _____capture the non-verbal dialogue between artifact and user over time.
- a. Persona
 - b. Scenario**
 - c. Dialogue
 - d. Design Model
390. Human Computer Interaction encompasses
- a. Computer science
 - b. Compute, Science and Cognitive science
 - c. Computer Science and Cognitive science and Human factors Engineering**
 - d. None of the above
391. The output channel effectors in HCI are
- a. Sight, Hearing, Eyes, Head, Vocal system
 - b. Limbs, Fingers, Eyes, Head, Vocal system
 - c. Sight, Hearing, Touch, Taste, Smell**
 - d. None of the above
392. Mental models deals with _____
- a. Partial Understanding**
 - b. Full Understanding
 - c. Consistent
 - d. Stable
393. Rods photoreceptors are _____
- a. Highly Sensitive**
 - b. Less Sensitive
 - c. Tolerate More Light
 - d. None of the above
394. Visual angle is calculated as _____
- a. One degree is equivalent to 60 Minute**
 - b. One degree is equivalent to 60 Seconds
 - c. One degree is equivalent to 60 Microseconds
 - d. None of the above
395. Total time taken for fixation of Reading process in _____ percentage
- a. 99

b. **94**

c. 92

d. 91

396. The image is made at the back side of the eye as _____

a. Straight

b. Horizontal

c. Vertical

d. **Upside Down**

397. The frequency range that can be heard by human ears is

a. 200 Hz to 150 KHz

b. **20 Hz to 15 KHz**

c. 10 Hz to 15 KHz

d. 10 Hz to 5 KHz

398. The best colour vision in the region of _____

a. Retina

b. Blind Spot

c. Periphery

d. **Fovea**

399. The worst colour vision in the region of _____

a. Retina

b. Blind Spot

c. **Periphery**

d. Fovea

400. Reasoning defines to infer about _____

a. Available Knowledge

b. Meaning

c. **New Knowledge**

d. None of the above

401. Two main theories of forgetting

a. Decay and interface

b. Delay and interface

c. Delay and interaction

d. **Decay and interference**

402. Scroll bars used for _____

- a. Moving the window content up and down
 - b. Moving the window content up and down & side by side**
 - c. Moving the window content side by side
 - d. None of the above
403. Simplicity can be achieved by using the ____ primary colors
- a. Three
 - b. Four**
 - c. Five
 - d. One
404. Icons must appear ____ and _____ no matter what kind of screen is used
- a. Correctly, consistently**
 - b. Correctly, temporary
 - c. Correctly, constantly
 - d. None of the Above
405. Color schemes have ____ impact on human-computer interaction.
- a. Large**
 - b. Small
 - c. No
 - d. None of the Above
406. Adeel renders financial services in — ABCII bank. He specialized in his field. What he is called as from the following?
- a. Society of manufacturing engineer (SME)
 - b. Subject matter expert (SME)**
 - c. Small and medium enterprise (SME)
 - d. Subject master engineering (SME)
407. _____capture the non-verbal dialogue between artifact and user over time.
- a. Persona
 - b. Scenario Page**
 - c. Dialogue
 - d. Design model
408. Alia is used to describe design problem / solution by _____ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities
- a. Persona
 - b. Scenario**
 - c. Flowchart

- d. Brainstorming
409. Which of the following is least likely to be revealed by a paper prototype?
- a. Your users don't know the term algorithm
 - b. Toolbar buttons are too small to press**
 - c. The Help menu isn't in the right place
 - d. Radio buttons are too small
410. Recalling password is _____ Work.
- a. Logical
 - b. Mnemonic**
 - c. Physical
 - d. Structural
411. _____ are the street signs of the Web
- a. Site IDs
 - b. Home pages
 - c. Page Names**
 - d. Sections
412. A study by Human Factors International indicated that _____ color significantly reduced search time.
- a. One**
 - b. Two
 - c. Three
 - d. Many
413. A Web site is a collection of _____ systems with complex dependencies
- a. Connected
 - b. Same
 - c. Different
 - d. Interconnected**
414. You might have experienced deleting a file or folder in Windows XP, A dialog box appears — Do you want to delete file; having two options —yes or —no. Which of the following error dialog appears?
- a. Alerts
 - b. Confirmation**
 - c. Feedback
 - d. Delete
415. Unable to edit pdf document, is a type of _____ constraints.

- a. Physical
 - b. Logical**
 - c. Cultural
 - d. Update
416. Rohini wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?
- a. World Wide Web**
 - b. MS world
 - c. Television
 - d. Newspapers
417. If someone is doing voice chat with his friend, which physical receptor is involved In this process?
- a. Ear**
 - b. Eye
 - c. Nose
 - d. Finger
418. _____ and _____ are the same things
- a. Excise and Navigation**
 - b. Excise and Testing
 - c. Excise and Evaluation
 - d. All of the given
419. Which of the following is not one of the goals of HCI?
- a. To produce usable systems
 - b. To produce safe systems
 - c. To produce non-functional systems**
 - d. To improve effectiveness of the systems
420. Choice of operations and services are offered on the screen through _____
- a. Pointers
 - b. Toolbars
 - c. Menus**
 - d. None of the given
421. The _____ model should match the _____ model.
- a. User, conceptual
 - b. Conceptual, mental**
 - c. Mental, central
 - d. Conceptual, central

422. Which of the given statements correctly defines efficiency in terms of one of the usability goals?
- a. It is a very general goal and refers to how good a system at doing what it is supposed to do.
 - b. It refers to the way a system supports users in carrying out their tasks.**
 - c. It involves protecting the users from dangerous conditions
 - d. It involves protecting the users from undesired situations
423. Suppose you are an interface designer, while designing a visual interface which of the following will be more effective to understand for human?
- a. Use of too many colors
 - b. Use of capitalized word
 - c. Use of branding
 - d. Use of visual symbols**
424. A student assigned a task to make presentation on "Introduction to HCI", he doesn't know how to make PowerPoint's slides in Microsoft power point. Which of the following dialog will help to make presentation?
- a. The index
 - b. Shortcuts
 - c. Wizards**
 - d. Splash screen
425. The name of the document should be shown on the application's _____
- A. Menu bar
 - B. Title bar
 - C. Title bar and menu bar
 - D. Not Title bar and not menu bar
- a. Only B**
- b. Only D
 - c. A and B
 - d. A and D
426. With the help of ____Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system.
- a. GOMS**
- b. Human Processor model
 - c. Quantum model
 - d. Quality Model
427. Which of the following is/are the main component(s) of color?
- a. Hue
 - b. Intensity

- c. Saturation
 - d. All of the given
428. _____ are dragged down from the title at the top of the screen.
- a. Pull Down Menus**
 - b. Main Menus
 - c. Icons
 - d. Buttons
429. Which are the most significant senses for the average person when it comes to interacting with a computer?
- a. Sight and hearing
 - b. Hearing, touch and smell
 - c. Hearing and touch
 - d. Sight, hearing and touch**
430. _____ minimize errors.
- a. Affordance
 - b. Visibility
 - c. Constraints**
 - d. None
431. _____ is a term used to refer to an attribute of an object that allows people to know how to use it.
- a. Visibility
 - b. Affordance**
 - c. Constraint
 - d. None of these
432. _____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.
- a. Decision Making
 - b. Reasoning**
 - c. Problem Solving
 - d. None of the given
433. Visually impaired persons can interact with outside world using their
- a. Sense of sight
 - b. Sense of hearing
 - c. Both sense of touch and sense of hearing**
 - d. Sense of touch

434. Goal-oriented context scenarios are _____ task-oriented than key path Scenario.
- a. **Less**
 - b. Alike
 - c. More
 - d. None of the given
435. Which of the following requires less cognitive effort than others?
- a. **Listening**
 - b. Speaking
 - c. Hearing
 - d. None of the given
436. The model of human movement predicting that the time required to rapidly move to a target area is a function of the distance to the target and the size of the target is called _____.
- a. **Fitt's Law**
 - b. The Golden Law
 - c. Shneiderman's Law
 - d. Norman's Law
437. Users with motor disabilities often prefer _____ over mice.
- a. Touchpads and tablets
 - b. Directional pads and trackpoints
 - c. **Joysticks and trackballs**
 - d. Touchpads and joysticks
438. A _____ is a small isometric joystick embedded in keyboards between the letters G and H.
- a. Directional pad
 - b. **Trackpoint**
 - c. Mouse
 - d. Trackball
439. Almost all keyboards use the _____ layout.
- a. ABCDE
 - b. **QWERTY**
 - c. Inverted-T arrangement
 - d. Virtual
440. Which of the following is not an example of an indirect control pointing device?
- a. **Stylus**
 - b. Mouse
 - c. Trackball

- d. Joystick
441. It has been demonstrated that more rapid data entry can be accomplished if several keys can be pressed simultaneously. This is called _____.
a. Chording
b. Haptic feedback
c. Dual key pressing
d. QWERTY keyboarding
442. All of the following are ways designers have tried to improve on keyboards except:
a. Dvorak layout
b. ABCDE style
c. Non-Haptic style
d. OrbiTouch keyless keyboard
443. A touchscreen is an example of a _____ device.
a. Direct Control
b. User Control
c. Indirect Control
d. Non-Control
444. A speech generator is useful for users in all the following situations except when:
a. They have a long list of data entry items
b. Their visual channels are overloaded
c. They must be free to move around
d. When the environment is too brightly lit, too poorly lit
445. Scrolling menus are _____.
a. An attempt to replace menus and toolbars with one-inch tabs grouping commands by task.
b. A type of menu that displays all of the menu items on the screen at once but shows only items near the cursor at full size.
c. A type of menu that displays the first portion of the menu and an additional menu item, typically an arrow that leads to the next set of items in the menu sequence.
d. Another name for adaptive menus.
446. Dialog boxes should _____.
a. Be as large as possible to make sure users notice them.
b. Be small as is reasonable to minimize the overlap and visual disruption.
c. Be difficult to make disappear.
d. Blend into the background

447. Which of the following is not a design principle that allow the user to maintain control?
- a. Provide for flexible interaction
 - b. Allow user interaction to be interrupt-able and undo-able
 - c. Show technical internals from the casual user**
 - d. Design for direct interaction with objects that appear on the screen
448. Which of the following is not a user interface design process?
- a. User, task, and environment analysis and modeling
 - b. Interface design
 - c. Knowledgeable, frequent users**
 - d. Interface validation
449. Design intervention represents
- a. Change it for entirely
 - b. Change it for better**
 - c. Change it for worst
 - d. None
450. Design means
- a. Achieving goals without constraints
 - b. Achieving goals with constraints**
 - c. Defining constraints
 - d. None
451. Process design consists of 4 phases. They are _____
- a. Requirement collection, Analysis, Design and Implement**
 - b. Requirement collection, Design. Analysis and implement
 - c. Requirement collection, Implement, Design, Analysis
 - d. None of the above
452. Scenarios can be used for _____
- a. Communicate with others, not-validation and static
 - b. Communicate with others, validate with other models, express dynamics**
 - c. No communication with others, validation and dynamics
 - d. None of the above
453. Local structure problem defines
- a. Entire website
 - b. One page or screen**
 - c. Movement between screen
 - d. None of the above

454. Global structure problem defines
- a. Structure of entire site
 - b. Structure of movement between screen
 - c. Structure of entire site and movement between screen**
 - d. None of the above
455. Define layout _____
- a. Grouping related items in an order screen**
 - b. Grouping irrelevant item in an order
 - c. Grouping related item in logical order
 - d. None of the above
456. Software usable for different languages are called as _____
- a. Generalization
 - b. Globalization
 - c. Localization**
 - d. None of the above
457. Prototyping is also known as _____
- a. Gradient Descend
 - b. Bottom up approach
 - c. Hill Climbing**
 - d. None of the above
458. Three types of prototyping approaches are:
- a. Throw-away, Incremental and Evolutionary**
 - b. Incremental, Evolutionary and Evaluation
 - c. Design, prototype and Evolutionary
 - d. None of the above
459. UIMS stands for
- a. User interaction management system
 - b. User interface management system**
 - c. User interface memory system
 - d. User interaction memory system
460. Principles of usability deals with _____
- a. Learnability, Flexibility and Robustness**
 - b. Learnability, Achievement and Assessment
 - c. Learnability, Achievement and Agreement
 - d. None of the above

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