



HADHRAMOUT UNIVERSITY  
COLLEGE OF COMPUTERS & INFORMATION TECHNOLOGY  
MONTHLY TEST



Academic year: 2022-2023

Semester: First

Department: IT

Level: 1

Form B

Name: Muna Majdi Marou

Subject: IT Fundamentals

Examiner: Zaher Bamasood

Day and Date: 21/5/2023

Time allowed: 1 hour

**Question 1 (8Marks):**

1. Define Computing and Abductive reasoning

Computing: any - goal oriented activity that requiring & benefiting  
or creating computers

Abductive reasoning: (From event to cause): the method we use to explain the events we observe

IT has been divided into two sections. Explain them?

physical section: the physical devices that use in communication  
process from computers and telephone and system  
to wires used in manufacture of networks that all connected  
to all devices to complete the transfer of information  
from one side to another  
scientific section: algorithms

**Question 2 (12Marks):** Fill the table below with a suitable selection:

a) Hearing processing b) visual stimuli c) aural stimuli d) Sensory Memory e) Computer science major f) visual processing g) Software Engineering Major h) Software i) Information Technology Major j) slips error k) Computer Engineering major l) Pressure m) STM n) LTM o) mistakes errors p) Information Systems major

No.	Letter	Description
1	g	is the major that focus more on techniques for developing and maintaining software SW Engner
2	b	Iconic memory is sensory channel for visual stimuli
3	d	acts as buffers for stimuli received through the senses sensory
4	h	offers a comprehensive foundation that permits graduates to adapt to new technologies and new ideas
5	o	are cause because incorrect understanding of the goal mistake
6	f	is the ability to interpret and exploit our expectations to resolve ambiguity shown visual processing

**Question 3 (10Marks):**

1. Mention one Disadvantage of Graphical User Interface and two disadvantages of Natural Language Interface

disadvantage of GUI: use more system resource of other type of interfaces

disadvantage of Natural Language: 1) Emerging technology still contains (bugs) 2) difficulty in dealing with (ambiguity)

2. Explain the execution/evaluation loop of Donald Norman's model by using example?

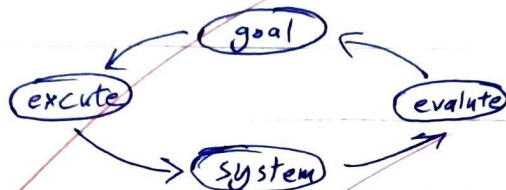


Q1) 2) ~~scientific~~ scientific section: It a programming languages, computational engineering, Artificial intelligence that manage the process of communication by steps determined by administrator Administrator or engineer.

Q2) 1) example for Abductive: I saw Harry drive fast when he drunk so when I saw Harry drive fast assume he is drunk

افترض ان هاري سار في كل مرة في طريقه الى هنا  
هذا يقود الى استنتاجات خاطئة

Q3) 2.



1) user establishes the goal.

يحدد الهدف مثلاً يريد ان يرسم مثلث لونه احمر ~~draw a solid red~~ وهذه المرحلة الوحيدة المتعلقة بال goal (الهدف)

2) formulate intentions (تحديد النوايا) مثلاً سيفعل كذا ~~اداة رسم المثلث وهذه المرحلة~~ من مرحلة التنفيذ (execute) execution

3) specifies action at inter face يبدأ بتنفيذ الهدف الذي يريد تحقيقه في الواجهة وهذه ثاني مرحلة في (execute)

4) execute action at interface

ينفذ العملية ~~في الواجهة~~ اداة الرسم ويختار اللون الاحمر ويحدد اداة المثلث ويرسم مثلث

5) perceived system state يتلقى حالة النظام

النظام يعمل على تلقي اثر الحقن من الينوسر (المستخدم)

6) interpreted system state

يقوم البرنامج بتترجمة الاثر الحقن من الينوسر ويحول الى لغة الآلة لكي يقوم بترجمته

7) evaluted system state

يقدم حل هذا الاثر بتنفيذه أخيراً وعرضه على الشاشة (يرسم مثلث لونه

احمر) وهذه تكون تنفيذه هذه العملية ويبدأ الينوسر بتحديد هدف

آخر ~~من المثلث~~ مثلاً عن طريقه المستخدم لتغيير لونه (لون المثلث) يعود الينوسر

الى البداية وهو تحديد هدف مثلاً (تدوين المثلث بالانزلق) وهكذا





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Academic year: 2022-2023  
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Form A

Name:

Subject: IT Fundamentals  
Examiner: Zaher Bamasood  
Day and Date: 21/5/2023  
Time allowed: 1 hour

Nadia Mohammed Bin Bloom

Question 1 (12Marks): Fill the table below with a suitable selection:

- a) LTM b) mistakes errors c) visual stimuli d) aural stimuli e) Sensory Memory f) Computer science major g) visual processing h) Software Engineering Major i) Information Systems major j) Software k) Information Technology Major l) slips error m) Computer Engineering major n) Pressure p) STM o) Hearing processing

No.	Letter	Description
1	h	is the major that focus more on techniques for developing and maintaining software
2	e	Iconic memory is sensory channel for .....
3	e	acts as buffers for stimuli received through the senses
4	k	offers a comprehensive foundation that permits graduates to adapt to new technologies and new ideas
5	b	are cause because incorrect understanding of the goal
6	g	is the ability to interpret and exploit our expectations to resolve ambiguity shown

Question 2 (8Marks):

1. Define Computing and Abductive reasoning

Computing - In general way we can define the computing by mean any goal oriented activity requiring computers.  
Abductive - the method we used to expectation from event of observed is called that

2. IT has been divided into two sections. Explain them?

practical section is a practical part that is process communication from computer and office and telephones to wire and network. Practical network that connect with all devices to complete transmit information from one side to other.

Question 3 (10Marks):

1. Mention one Disadvantage of Graphical User Interface and two disadvantages of Natural Language Interface

GUL → GUI use more system resources than other type of interface.  
Natural → 1) emerging technology. still contain bugs.  
2) it is hard to deal with human errors.

2. Explain the execution/evaluation loop of Donald Norman's model by using example?



البيان الخطي about programming language and  
 Scientific section / process of communication Computer engineering  
 and electronic devices and artificial intelligence

(2) 1 de Abductive

→ Sam drive quickly when drunk

Therefore :- if I see sam driving quickly, assume drunk

unreliable ← can lead to false expectation

(3) 2 1 User establish the goal :-

goal ← تحديد الهدف على شكل مقصود

2 Formulates intention :-

نتبع الخوارزمية في رسم المثلث

مبني قاب

3 Specify action in the interface :-

نحدد نوع العمل في الواجهة

4 execution action :-

نفعل الهدف في رسم المثلث

5 perceive system state :-

نلاحظ النظام الذي في رسم الواجهة

6 interpret system state :-

نفسر النظام في الواجهة

7 evaluate system state with respect goal

نقيم النظام مع الاختلاف في الهدف ونقيم الهدف في رسم المثلث

إذا كان مطابق أو خاطئ



execution

evaluation