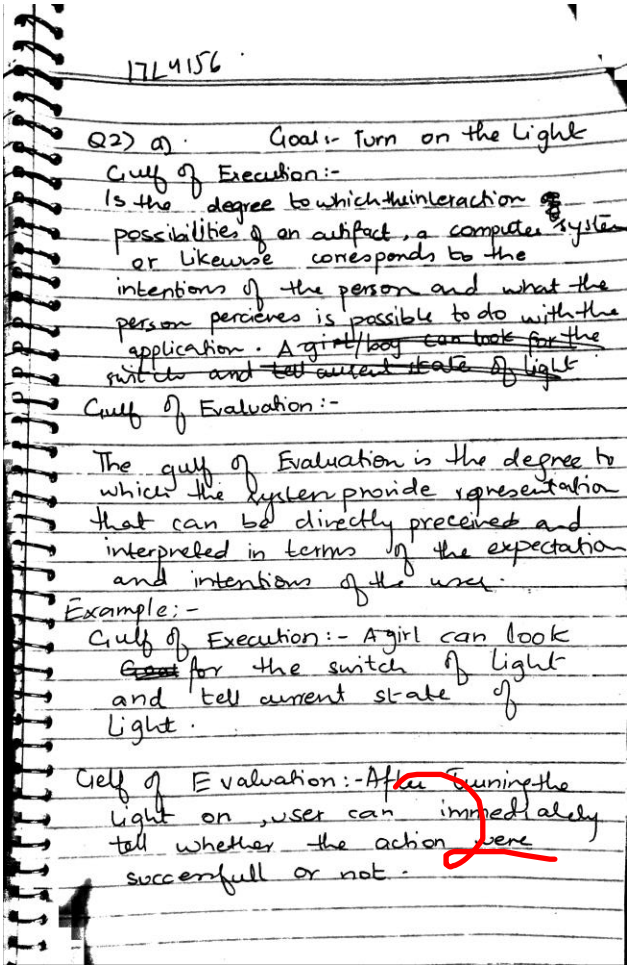
Q2)



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Q2) a) Goal:- Turn on the light

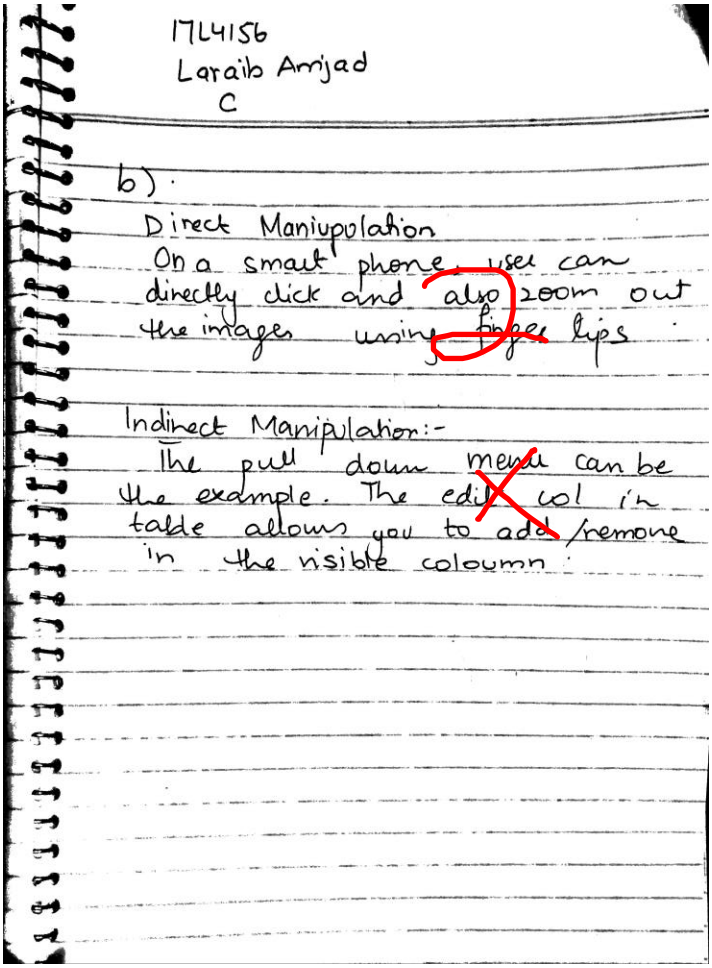
Gulf of Execution:-
Is the degree to which the interaction possibilities of an artifact, a computer system or likewise coresponds to the intentions of the person and what the person percieves is possible to do with the application. A ~~girl/boy can look for the switch and tell current state of light~~

Gulf of Evaluation:-

The gulf of Evaluation is the degree to which the system provide representation that can be directly perceived and interpreted in terms of the expectation and intentions of the user.

Example:-
Gulf of Execution:- A girl can look for the switch of light and tell current state of light.

Gulf of Evaluation:- After turning the light on, user can immediately tell whether the action were succesfull or not.



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C

b).

Direct Maniupolation
On a smart phone, user can directly click and also zoom out the images using fingers tips.

Indirect Manipulation:-
The pull down menu can be the example. The edit col in table allows you to add/remove in the visible coloumn.

Q4)

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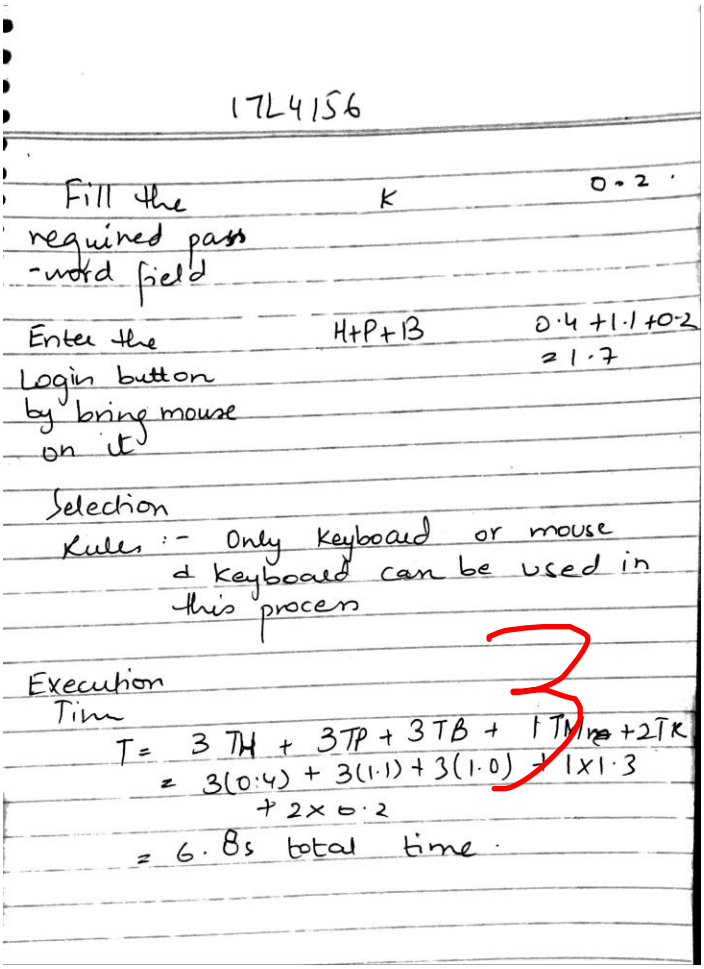
Q4).

Flex Student :- Loging in using PC

Top Level Goal :- To successfully Login

Operators :- Move Mouse
Type using keyboard
Click on the button

Method	Operators	Time
Move the cursor to the flex icon website	H+P+W	0.4+1.1+0.2 = 1.7
Fill in the details in rollnum required field	M+K	1.3+0.2 = 1.5
Move the cursor to the next field to fill it	H+P+B	0.4+1.1+0.2 = 1.7



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Fill the required password field	K	0.2
Enter the Login button by bring mouse on it	H+P+B	0.4 + 1.1 + 0.2 = 1.7

Selection Rules :- Only keyboard or mouse & keyboard can be used in this process

Execution Time

$T = 3TH + 3TP + 3TB + 1TM + 2TK$

$= 3(0.4) + 3(1.1) + 3(1.0) + 1 \times 1.3 + 2 \times 0.2$

$= 6.8s$ total time.

3

Q5).

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Q5)

1) Natural language
The user issues a command in NL. It is usually a front end to a command language which provides ease of use for users
For example :-
To delete a file you may type in delete instruction with the file name x. So for insertion too.

2) 3D interface
It allows interaction in 3 dimensional space. It provides more aesthetic appeal to the final product/object. There is a naturalized interaction between objects/products & end user.

For example :-
Motion/sensor games like nintendo (switch/wii)

3) Touch
This technology which is based on the sense of touch provide a quick response and it's a more intuative way for interacting with any kind of device.

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For example:-

Laptop Touchpad, Menu selection in restaurants, Mobile phones.