

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

In the Name of Allāh, the Most Gracious, the Most Merciful

Question # 1: What are the three types of reasoning?

○ Deductive, Productive and Inductive

○ **Abdicative, Inductive and Deductive** Page # 89

○ Inductive, Abdicative and Reproductive

○ Productive, Reproductive and Deductive

### Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

اے اللہ  
مشکلات میں میرا ہاتھ پکڑ لے  
اور میرے سامنے ہر معاملے میں حقائق کے سارے پہلو کھول دے

**Question # 2:** Which of the following is not one of the goals of HCI?

- ☐ To produce usable systems
- ☐ To produce safe systems
- ☒ **To produce non-functional systems**
- ☐ To improve effectiveness of the systems

**Page # 30**

The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems

**Question # 3:** Web designers use the term \_\_\_\_\_ to describes the set of navigation elements that appear on every page of a site.

- ☐ Address Navigation

☒ **Penitent navigation or global navigation**

**page # 287**

- ☐ Both above
- ☐ None

Web designers use the term *penitent navigation (or global navigation)* to describe the set of navigation elements that appear on every page of a site.

**Question # 4:** The human eye has approximately \_\_\_\_\_ rods and \_\_\_\_\_ cones per eye

☒ **120 million , 6 million**

**Page # 56**

- ☐ 190 million , 3 billion
- ☐ 150 billion , 6 million
- ☐ None of the given

The human eye has approximately 120 million rods 6 million cones per eye

**Question # 5:** Which of the following is considered as the most complex species?

○ **Humans** **Page # 18**

- Computers
- Animals
- Birds

Human beings are the most interesting and fascinating specie on planet. They are **the most complex living being on the earth**

**Question # 6:** Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called \_\_\_\_\_.

○ **Quality** **Page # 40** **also visit this link** [click here for more detail](#)

- Effectiveness
- Standard
- Quantity

**Quality is essential in all we do and particularly in our chosen field of work.**

**Quality has been defined by the International Standards Organization (ISO) as:**

**The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.**





Question # 7: Which of the following is not true regarding "cones"?

- A type of receptor in eye
- more sensitive to light Page # 56
- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

#### Cones

Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.

Question # 8: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered Page # 21
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

#### Software Engineering and HCI

There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.

کوشش کرو کہ تم دنیا میں رہو، دنیا تم میں نہ رہے  
کیونکہ کشتی جب تک پانی میں رہتی ہے خوب تیرتی ہے  
لیکن جب پانی کشتی میں آ جاتا ہے تو وہ ڈوب جاتی ہے  
حضرت علیؓ

**Question # 9:** Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system**    **page # 30**
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

**Question # 10:** Formal methods are used to represent

- Architecture aspects of software systems only
- Procedural aspects of software systems only
- **Both Architecture and procedural aspects of software systems**    **Page # 21**
- None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

**Question # 11:** Which interface system is based on the question / answer dialogue?

- Command Line Interfaces
- **Query interfaces**    **Page # 127 and 128**
- Menus
- Natural Language Interfaces

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

**Question # 12:** Choice of operations and services are offered on the screen through \_\_\_\_\_

- ☐ Pointers
- ☐ Toolbars

☒ **Menus** **Page # 131**

- ☐ None of the given

A menu presents a choice of operations or services that can be performed by the system at a given time.

**Question # 13:** What will be the gulf of execution if the user is able to formulate and perform the actions easily;

☒ **Smaller** **Page # 122**

- ☐ Greater
- ☐ Balanced
- ☐ None of the Given

**Question # 14:** Form-filling interfaces are used for

☒ **data entry** **Page # 128**

- ☐ data integration
- ☐ data manipulation
- ☐ data definition

Form-filling interfaces are used primarily for data entry but can be useful in data retrieval applications.

” گفتگو ایسی چیز ہے۔  
جسکی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔“



Question # 15: Which of the following is flaw in waterfall model?

○ requirements change overtime Page # 150

- maintenance can not be possible at the end
- testing should be done before requirements gathering
- All at the given

#### Flaws of waterfall model

One of the main flaws with this approach is that requirements change over time.

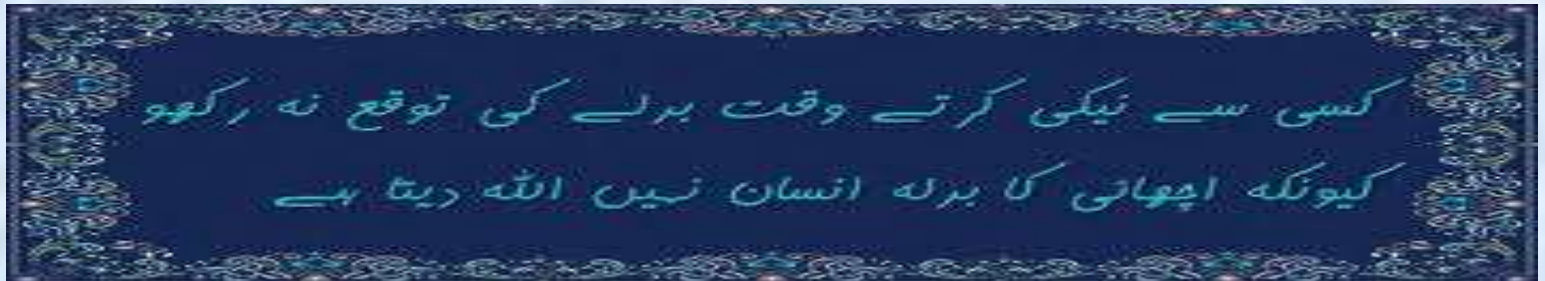
Question # 16: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

○ Only A Page # 143

- Only C
- A and D
- B and C

we can understand The nature of usability in two aspects

- Strategic
- Tactical



**Question # 17:** Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- ☐ Task
- ☒ **Core**
- ☐ Both
- ☐ None of the above

**Page # 123**

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is **translated into the core language as operations to be performed by the system.**

**Question # 18:** User and system has its own unique language the language used by the system is called \_\_\_\_\_.

- ☒ **Core**
- ☐ Task
- ☐ Both
- ☐ None of the above

**Page # 123**

The system's language is referred as **the core language** and the user's language is referred as **the task language**

**Question # 19:** Which of the following is used to toggle between two states?

- ☐ check boxes
- ☒ **Radio buttons**
- ☐ Toolbars
- ☐ menus

**Page # 133**

### **Radio Buttons**

Buttons can also be used **to toggle between two states**



Question # 20: Which of the following is a text entry device?

☐ **Keyboard** **Page # 110**

- ☐ mouse
- ☐ monitor
- ☐ touch pad

**Text entry devices:** There are many text entry devices as given below:

**Keyboard** The most common method of entering information into the computer is through a

**Keyboard** QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry

Question # 21: "Mistakes" and "Slips" are two forms of

☐ **Errors** **Page # 100**

- ☐ goals
- ☐ evaluation
- ☐ objectives

There are various types of errors. Norman has categorized them into two main types, slips and mistakes:

Question # 22: The \_\_\_\_\_ model should match the \_\_\_\_\_ model.

- ☐ User, conceptual

☐ **Conceptual, mental** **Page # 94** [Click here for more Detail](#)

- ☐ Mental, central
- ☐ Conceptual, central

Question # 23: Which of the following is/are aspect(s) of human action?

☒ **execution and evaluation**      **Page # 99**

- ☐ evaluation and efficiency
- ☐ efficiency and execution
- ☐ efficiency

**Human action has two aspects, execution and evaluation.**

**Execution:** involves doing something.

**Evaluation:** is the comparison of what happened in the world with what we wanted to happen

Question # 24: Building things from user's perspective is called

- ☐ Functionality

☒ **Usability**      **page # 31**

- ☐ Portability
- ☐ None of the given

**Usability goals**

To recap, usability is generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable **from user perspective.**

Question # 25: Certain factors that help us to interact with graphical based systems

- ☐ Indirect manipulation

☒ **Direct manipulation**      **Page # 86**

- ☐ Both
- ☐ None of the given

**GUI and direct manipulation** interface are good environments for supporting this kind of learning

**Question # 26:** If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention

○ **Involuntary attention**

**Page # 70**

An everyday example of an involuntary act is being distracted from working when we can hear music or voices in the next room

**Question # 27:** Which of the following is a long-term individual difference?

- Age
- Sex
- Fatigue
- Color

[Click here for more Detail](#)

**Individual Differences Long term : Sex , Physical abilities , Intellectual abilities**

**Question # 28:** \_\_\_\_\_ refers to how good a system at doing What it is supposed to do?

- Safety
- Usability
- Efficiency

○ **Effectiveness**

**Page # 31**

**Effectiveness**

It is a very general goal and refers to how good a system at doing what it is suppose to do.

**Question # 29:** As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- Tactical
- Manual
- Technical

○ **Strategic** **Page # 143**

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

**Question # 30:** The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- True

○ **False** **Page # 256**

Hence the way people carry out an activity (e.g., preparing a report) in the real world is very different from how it may be observed in a laboratory.

**Question # 31:** Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)

○ **Subject matter expert (SME)** **Page # 168**

- Small and medium enterprise (SME)
- Subject master engineering (SME)

**Subject matter expert (SME)**

بري صحبت سے تنہائی بہتر ہے اور تنہائی سے نيك صحبت بہتر ہے



**Question # 32:** \_\_\_\_\_capture the non-verbal dialogue between artifact and user over time.

☐ Persona

☒ **Scenario** **Page # 199**

☐ Dialogue

☐ Design model

**Scenarios capture the non-verbal dialogue between artifact and user over time, as well as the structure and behavior of interactive functions.**

**Question # 33:** Scenario content and context are derived from information gathered during\_\_\_\_\_ the phase and analyzed during the \_\_\_\_\_phase (respectively)

☐ Modeling, implementation

☐ Modeling, Research

☐ Research, implementation

☒ **Research, modeling** **Page # 100**

**Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.**

**Question # 34:** What is a semantic network?

☒ **A model of long-term memory** **Page # 82**

☐ A record of our memory of events

☐ The part of the brain which allows us to remember things

☐ A mechanism for improving memory

**Long-term memory structure**

**There are two types of long-term memory: episodic memory and semantic memory.**

**Question # 35:** Which of the following steps is NOT the process of defining the interaction Framework?

☐ Defining form factor and input methods

☐ **Defining Images and maps** **Page # 205**

☐ Defining functional and data elements

☐ Constructing key path scenarios

1. Defining form factor and input methods

2. Defining views

3. Defining functional and data elements

4. Determining functional groups and hierarchy

5. Sketching the interaction framework

6. Constructing key path scenarios

**Question # 36:** Which of the following is least likely to be revealed by a paper prototype?

☐ Your users don't know the term algorithm

☐ **Toolbar buttons are too small to press** [Click here for more Detail](#)

☐ The Help menu isn't in the right place

☐ Radio buttons are too small

**Question # 37:** Recalling password is \_\_\_\_\_ Work.

☐ Logical

☐ **Mnemonic** **Page # 212**

☐ Physical

☐ Structural

**Mnemonic work** — recall of passwords, command vectors, names and locations of data objects and controls, and other relationships between objects

Question # 38: \_\_\_\_\_ patterns can be applied at the conceptual level

○ **Postural** **Page # 217**

- Structural
- Behavioral
- Mnemonic

Postural patterns can be applied at the conceptual level and help determine the overall product stance in relation to the user.

Question # 39: The \_\_\_\_\_ suggests identifying goals and questions first before selecting techniques for the study.

- RVM model

○ **DECIDE framework** **Page # 367**

- Usability testing
- Field study

The DECIDE framework suggests identifying goals and questions first before selecting techniques for the study

Question # 40: Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_

- Usability testing

○ **Field study** **Page # 264**

- Predictive evaluation
- DECIDE framework

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a field study.

**Question # 41:** Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_.

○ **Field studies** **Page # 264**

- Predictive
- Usability testing
- Quick and dirty

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be **better informed by a field study.**

**Question # 42:** \_\_\_\_\_ are the street signs of the Web

- Site IDs
- Home pages

○ **Page Names** **Page # 291**

- Sections

**Page names** are the street signs of the Web

**Question # 43:** \_\_\_\_\_ is like the building name for a Website

○ **Site ID** **Page # 287**

- Navigation
- Section
- Tags

**The Site ID or logo** is like the building name for a Web site.



Question # 44: \_\_\_\_\_ is like the building name for a website.

☐ **Site ID** **Page # 287**

- ☐ Navigation
- ☐ Section
- ☐ None of the given

Question # 45: \_\_\_\_\_ is like the building name for a website.

☐ **Site ID or logo** **Page # 287**

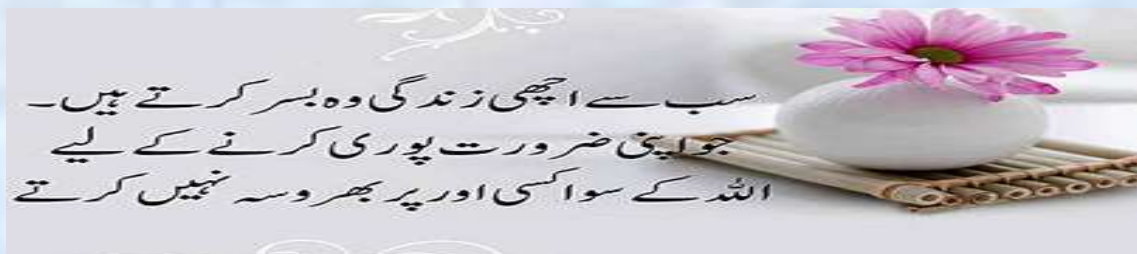
- ☐ Subsections
- ☐ Windows
- ☐ None

Question # 46: Use of highlighted tabs in global navigation bar shows this is the ' \_\_\_\_\_ ' page.

☐ **Horne** **Page # 301**

- ☐ Default
- ☐ Error
- ☐ Browser

**Use of highlighted tabs in global navigation bar shows this is the 'Home' page**



**Question # 47:** Data collection and analysis often occur simultaneously in \_\_\_\_\_ with analysis happening at many different levels throughout the study

- Observation
- Interaction

○ **Ethnography** Page # 364

- Data Collection

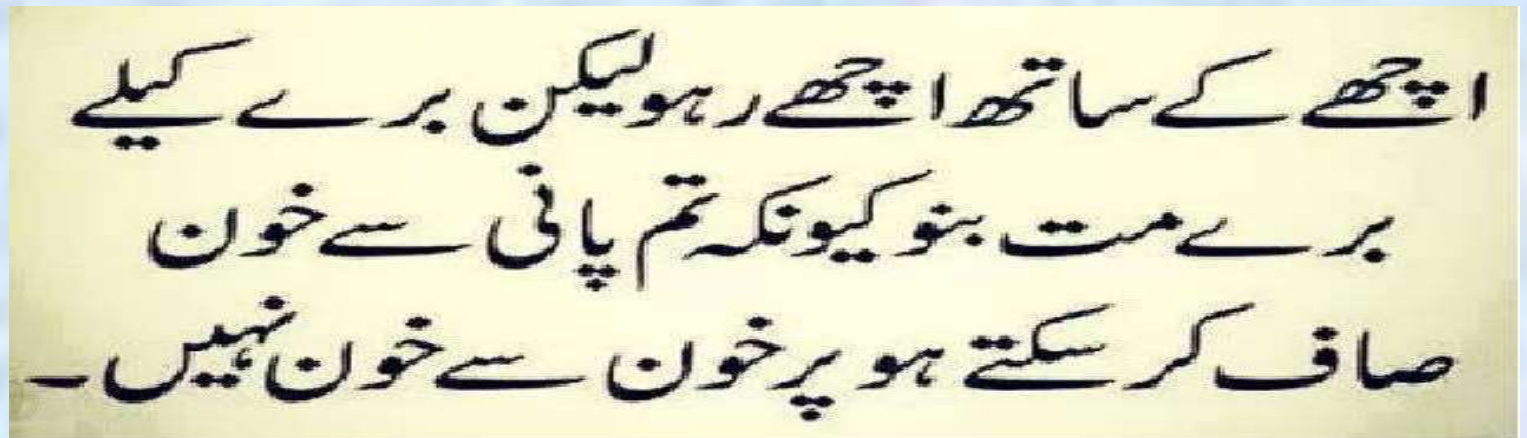
Data collection and analysis often occur **simultaneously in ethnography**, with analysis happening at many different levels Throughout the study.

**Question # 48:** The biggest limitation of \_\_\_\_\_ , \_\_\_\_\_ is when the user accidentally short-circuits the capability of the undo facility to rescue him

○ **Single -level, functional undo** Page # 313

- Multi-level, functional undo
- Single-level, non-functional undo
- Multi-level, non-functional undo

The biggest limitation of **single-level, functional undo** is when the user accidentally shortcircuits the capability of the undo facility to rescue him.



**Question # 49:** \_\_\_\_\_ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

☐ Scenario

☒ **Persona** **Page # 187**

☐ Prototype

☐ None

The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

**Question # 50:** The difference between the intentions and allowable actions is the:

☒ **Gulf of Execution** **Page # 103**

☐ Gulf of Evaluation

☐ Both of the above options

☐ None of these

The difference between the intentions and allowable actions is the gulf of execution.

**Question # 51:** Attention is the process of selecting things to concentrate on, at a point in time, from the range of \_\_\_\_\_.

☒ **Possibilities available** **Page # 76**

☐ Time Available

☐ None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو



Question # 52: The goals of HCI are:

☐ Usability and User Experience Page # 30

- ☐ Learn ability and Comfort
- ☐ Tasks and Goals
- ☐ All of the above options

Question # 53: WYSIWYG stands for \_\_\_\_\_.

- ☐ Where you see is where you get

☐ What you see is what you get Page # 36

- ☐ When you see it when you get

**WYSIWYG (what you see is what you get)**

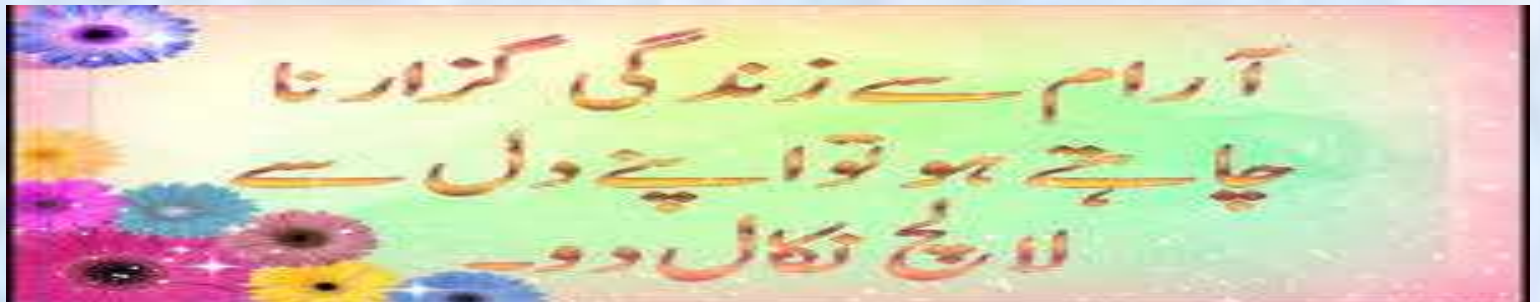
Question # 54: \_\_\_\_\_ is proportional to the amplitude of the sound.

- ☐ Pitch

☐ Loudness Page # 70

- ☐ Timber
- ☐ None of the given

**Loudness is proportional to the amplitude of the sound; the frequency remains constant**





**Question # 55:** Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do.**

**Page # 31**

- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

#### **Effectiveness**

It is a very general goal and refers to how good a system at doing what it is suppose to do.

**Question # 56:** Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.

- **It refers to the way a system supports users in carrying out their tasks.**

**Page # 31**

- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

#### **Efficiency**

It refers to the way a system supports users in carrying out their tasks.

مجھے وہ دوست پسند ہے جو محفل میں میری غلطیاں چھپائے  
اور تنہائی میں میری غلطیوں پر مجھے سمجھائے۔

**Question # 57:** While there can be wide variations in where and how you conduct usability test, every usability test shares:

- Two Characteristics
- Three Characteristics
- **Five Characteristics**
- Seven Characteristics

**Page # 270**

### **What is Usability Testing?**

While there can be wide variations in where and how you conduct a usability test, every usability test shares these five characteristics:

1. The primary goal is to improve the usability of a product. For each test, you also have more specific goals and concerns that you articulate when planning the test.
2. The participants represent real users.
3. The participants do real tasks.
4. You observe and record what participants do and say.
5. You analyze the data, diagnose the real problems, and recommend changes to fix those problems.

**Question # 58:** User personas that are not primary or secondary are \_\_\_\_\_ personas.

- Served
- Negative
- Customer

○ **Supplemental**

**Page # 196**

### **Supplemental personas**

User personas that are not primary or secondary are **supplemental personas**

اپنے آپ کو بدل دو تمہاری  
قسمت خود بخود بدل جائے گی

**Question # 59:** The \_\_\_\_\_ function came into being as the result of the implementation model for undo

☒ **Redo** **Page # 314**

- ☐ Undo
- ☐ Repeat
- ☐ Delete

**Redo**

The redo function came into being as the result of the implementation model for undo

**Question # 60:** A study by Human Factors International indicated that \_\_\_\_\_ color significantly reduced search time.

☒ **One** **Page # 358**

- ☐ Two
- ☐ Three
- ☐ Many

A study by Human Factors International indicated that **one color** significantly reduced search time.

**Question # 61:** A Web site is a collection of \_\_\_\_\_ systems with complex dependencies

- ☐ Connected
- ☐ Same
- ☐ Different

☒ **Interconnected** **Page # 406**

A web site is a collection of **interconnected systems** with complex dependencies.

**Question # 62:** \_\_\_\_\_ integrates computation into the environment, rather than having computers which are distinct objects

- Accessibility
- Controlled vocabularies

○ **Ubiquitous computing** **Page # 413**

- Thesauri

**Ubiquitous computing (ubicmp, or sometimes ubiqcomp)** integrates computation into the environment, rather than having computers which are distinct objects.

**Question # 63:** XYZ Ltd is Well reputed software house; they make a significant investment in building \_\_\_\_\_ that encourages greater customer loyalty

- Visual symbols
- Grouping

○ **Brand equity** **Page # 353**

- Harmony

#### **BRANDING AND THE USER INTERFACE**

Most successful companies make a significant investment in building **brand equity**. A company that cultivates substantial brand equity can command a price premium for its products, while **encouraging greater customer loyalty**.

**Question # 64:** Political campaigns, marketing department ask users inquires by conducting the following interview technique?

- **Focus group**
- Walkthroughs
- Heuristics
- Telephonic



**Question # 65:** Being a programmer you Wrote lot of error messages While coding. Which of the following is not the requirement to Write Well-formed error messages?

- ☐ Be polite
- ☒ **Be harsh**
- ☐ Be helpful
- ☐ Be illuminating

**Page # 386**

A well-formed error message box should conform to these requirements: Be polite, Be illuminating ,Be helpful

**Question # 66:** Which of the following is the comparison of what happened in the world with what we wanted to happen?

- ☐ Action
- ☒ **Evaluation**
- ☐ Execution
- ☐ None of these

**Page # 99**

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something. **Evaluation is the comparison of what happened in the world with what we wanted to happen.**

**Question # 67:** \_\_\_\_\_ Research can tell you about what, how, many and why in rich, multivariate detail.

- ☐ Quantitative
- ☒ **Qualitative**
- ☐ SME
- ☐ None of these

**Page # 166**

**Qualitative research** can tell you about what, how and why in rich, multivariate detail.

**Question # 68:** \_\_\_\_\_ computers are especially useful for applications that require computational support While the user's hands, voice, eyes or attention are actively engaged with the physical environment

☐ **Wearable** **Page # 414**

- ☐ Ubiquitous
- ☐ Attentive environment
- ☐ Tangible bits

Wearable computers are especially useful for applications that require computational support while the user's hands, voice, eyes or attention are actively engaged with the physical environment.

**Question # 69:** Requirements specification involves:

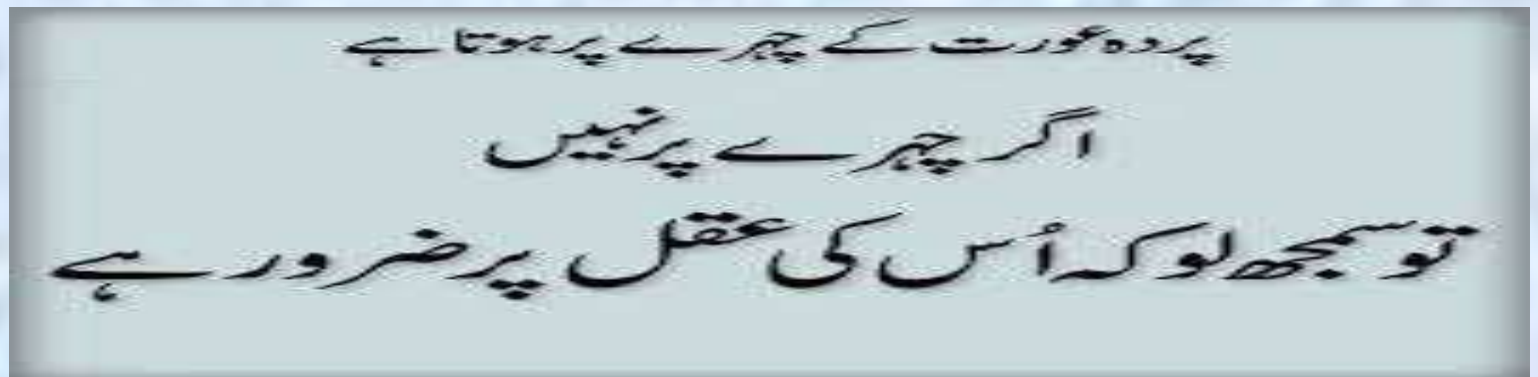
- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.

☐ Only A

☐ **Only B** [Click here for more Detail](#)

☐ Both A and B

☐ Not A and Not B



**Question # 70:** What are the Most common things you do with the product is a type of \_\_\_\_\_.

○ Goal- oriented question

○ **System - oriented question** **Page # 182**

○ Workflow- oriented question

○ Attitude-oriented question

#### **System-oriented questions**

Function

What are the most common things you do with the product?

**Question # 71:** What do you procrastinate on? is type of \_\_\_\_\_

○ Priorities

○ **Avoidance** **Page # 183**

○ Exceptions

○ Preference

#### **Avoidance**

What would you prefer not to do?

What do you procrastinate on?

ہر چیز کی ایک پہچان ہوتی ہے اور عقلمند کی پہچان غور و فکر کرنا ہے اور غور و فکر کی پہچان خاموشی ہے

**Question # 72:** Early in design, developers Want to meet informally to get feedback on idea about user's need and evaluation is called \_\_\_\_\_

○ **Quick and dirty** **Page # 258**

- Usability testing
- Field studies
- Predictive

"Quick and dirty" evaluations can be done at any stage and the emphasis is on fast input rather than carefully documented findings. For example, early in design developers may meet informally with users to get feedback on ideas.

**Question # 73:** Like “You are here” indicators \_\_\_\_\_ show you Where you are

- Site IDs
- Sections

○ **Breadcrumbs** **Page # 293**

- Page Names

### **Breadcrumbs**

Like "You are here" indicators, Breadcrumbs show you where you are. (Sometimes they even include the words "You are here.")

اللہ کا خوف سب سے بڑی دانائی ہے



**Question # 74:** Imagine an artist spraying a drawing with glue. All marks made up to that point are now permanent, locked and cannot be changed but new images can be freely superimposed on the older one. This Process is called?

- Reversion
- Archiving
- Mile stoning

○ **Freezing** **Page # 319**

#### **Freezing**

Freezing, the opposite of mile stoning, involves locking the data in a document so that it cannot be changed. Anything that has been entered becomes un-modifiable, although new data can be added. Existing paragraphs are untouchable, but new ones can be added between older ones. This method is much more useful for a graphic document than for a text document. It is much like an artist spraying a **drawing with fixative. All marks made up to that point are now permanent, yet new marks can be made at will. Images already placed on the screen are locked down and cannot be changed, but new images can be freely superimposed on the older ones.** Procreate Painter offers a similar feature with its Wet Paint and Dry Paint commands.

**Question # 75:** You are typing an application of “sick-leave” in MS Word. You wrongly type purpose of leave “urgent Work” instead of “sick”. Which of the following command will help you to reverse one or More previous actions.

- Freezing
- Redo

○ **Undo** **Page # 311**

- Archiving

**Undo** is thus the primary tool for supporting exploration in software user interfaces. **It allows the user to reverse one or more previous actions if he decides to change his mind.**

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

**Question # 76:** Ali is a visual interface designer, he organizes interface by \_\_\_\_\_ visual cues in individual elements or in the background on which the active elements rest.

○ **Layering** **Page # 347**

- Contrast
- Clutter
- Figure

### LAYERING

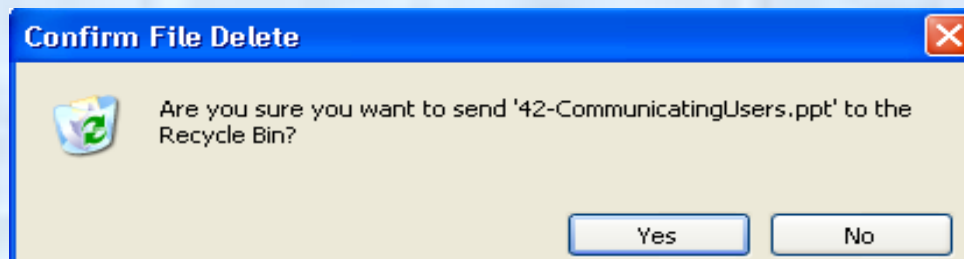
Interfaces can be organized by **layering visual cues in individual elements or in the background on which the active elements rest**. Several visual attributes control the perception of layers.

**Question # 77:** 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?’

- Alerts

○ **Confirmation** **Page # 388 and 389**

- Feedback
- Delete



عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی

**Question # 78:** \_\_\_\_\_ Cognitive process involves encoding and recalling knowledge and acting appropriately

- Attention
- Reduction
- **Memory**
- Encoding

[Click here for more Detail and also Read PPT slides](#)

**Memory :** Involves encoding and recalling knowledge and acting appropriately

**Question # 79:** During \_\_\_\_\_ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- Research
- **Modeling**
- Framework
- Interview

**Page # 159**

**Modeling:** During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

**Question # 80:** Usability testing works for \_\_\_\_\_.

- Software products
- Hardware products
- **All products**
- None of the given

**Page # 273**

**Testing Applies to All Types of Products**

If you read the literature on usability testing, you might think that it is only about testing software for personal computers. Not so. **Usability testing works for all types of products.**

**Question # 81:** Transactional sites that are used for a significant part of an employee's job should be considered full \_\_\_\_\_ applications.

☒ **Sovereign** **Page # 30**

- ☐ Transient
- ☐ Temporary
- ☐ None of the given

Transactional sites that are used for a significant part of an employee's job should be considered full sovereign applications.

**Question # 82:** "What site is this", Statement represents\_\_\_\_\_.

- ☐ Folder

☒ **Site ID** **Page # 296**

- ☐ Scroll bar
- ☐ None of the given

What site is this? (Site ID)

**Question # 83:** \_\_\_\_\_ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- ☐ Co discovery

☒ **Active intervention** **Page # 276**

- ☐ Trunk test
- ☐ None of the given

Active intervention is a technique in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.



Question # 84: \_\_\_\_\_ is needed to check that users can use the product and like it.

☐ Coding

☒ **Evaluation** **Page # 256**

☐ Guideline

☐ None of the given

Evaluation is needed to check that users can use the product and like it.

Question # 85: Evaluations done during design to check that product continues to meet user's needs are known as \_\_\_\_\_ evaluation.

☒ **Formative** **Page # 258**

☐ Summative

☐ Relative

☐ None of the given

Evaluations done during design to check that the product continues to meet users' needs are known *as formative evaluations*.

Question # 86: \_\_\_\_\_ is the extra work that satisfies the needs to achieve our objective.

☐ Evaluation

☒ **Excise** **Page # 245**

☐ Testing

☐ None of the given

Excise is the extra work that satisfies either the needs of our tools or those of outside agents as we try to achieve our objectives.

**Question # 87:** In DECIDE frame work \_\_\_\_\_ comes just after choosing the evaluation paradigm and techniques.

- ☐ Deciding about ethical issues
- ☐ Exploring the questions

☐ **Identifying the practical issues** page # 264

- ☐ None of the given

1. Determine the overall *goals* that the evaluation addresses.
2. Explore the specific *questions* to be answered.
3. Choose the *evaluation paradigm and techniques* to answer the questions.
4. Identify the *practical issues* that must be addressed, such as selecting participants.
5. Decide how to deal with the *ethical issues*.
6. Evaluate, interpret, and present the *data*.

**Question # 88:** In DECIDE framework choosing the evaluation comes just after \_\_\_\_\_.

- ☐ Deciding about ethical issues
- ☐ Exploring the questions

☐ **Identifying the practical issues** page # 264

- ☐ None of the given

**Question # 89:** Number of keystrokes is the type of \_\_\_\_\_ work.

- ☐ Logical
- ☐ Mnemonic

☐ **Physical** Page # 212

- ☐ Structural

**Physical/motor work** — number of keystrokes, degree of mouse movement, use of gestures (click, drag, double-click), switching between input modes, extent of required navigation.

**Question # 90:** \_\_\_\_\_ has a goal of assessing whether the product works according to its specifications.

- ☐ Trunk Test
- ☒ **Quality assurance**
- ☐ Both above
- ☐ None of the above

**Page # 270**

Quality assurance or function test, which has a goal of assessing whether the product works according to its specifications.

**Question # 91:** In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

- ☐ Active Intervention
- ☒ **Co-Discovery**
- ☐ Trunk test
- ☐ None of the given

**Page # 276**

Co-discovery is a technique in which you have two participants work together to perform the tasks (Kennedy, 1989). You encourage the participants to talk to each other as they work.

**Question # 92:** Information sites with daily-updated information will naturally attract \_\_\_\_\_ users more than a monthly-updated site.

- ☒ **Repeat**
- ☐ Infrequent
- ☐ Nonuser
- ☐ None of the given

**Page # 229**

Informational sites with daily-updated information will naturally attract repeat users more than a monthly-updated site.

**Question # 93:** If the user requires access via a navigational portal relatively infrequently, the appropriate posture is \_\_\_\_\_.

☐ Sovereign

☒ **Transient** **Page # 231**

☐ Temporary

☐ None of the given

If the user requires access via a navigational portal relatively infrequently, **the appropriate posture is transient**, providing clear, simple navigational controls and getting out of the way.

**Question # 94:** Because the user's interaction with a \_\_\_\_\_ program dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible.

☐ Transient

☐ Auxiliary

☒ **Sovereign** **Page # 222**

☐ Daemonic

Because the user's interaction with a **sovereign program** dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible.

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے



**Question # 95:** \_\_\_\_\_ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

☐ Co-discovery

☐ **Active intervention** **Page # 276**

☐ Splendid research

☐ None of the given

Active intervention is particularly useful early in design. It is an excellent technique to use with prototypes, because it provides a wealth of diagnostic information.

**Question # 96:** To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to \_\_\_\_\_.

☐ **Form factor** **Page # 206**

☐ Input method

☐ View

☐ None of the given

(For example, to make an appointment, you need to see a calendar and possibly contacts), you might consider defining a view that incorporates all these together, assuming the form factor allows it.

**Question # 97:** Global Navigation system is also called\_\_\_\_\_.

☐ Site ID

☐ Persistent Navigation

☐ Both

☐ **None** **Page # 287**

Web designers use the term *penitent navigation (or global navigation)* to describe the set of navigation elements that appear on every page of a site.

**Question # 98:** Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence \_\_\_\_\_ is appropriate.

☐ **Usability testing** **Page # 264**

- ☐ Field study
- ☐ Predictive evaluation
- ☐ DECIDE framework

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of the interface. Hence **usability testing** would be appropriate.

**Question # 99:** \_\_\_\_\_ applications are great platforms for creating an environment rich, in visual feedback for the user.

☐ **Sovereign** **Page # 222**

- ☐ Transient
- ☐ Auxiliary
- ☐ Daemonic

**Sovereign applications** are great platforms for creating an environment rich in visual feedback for the user.

**Question # 100:** Overviews serve a similar purpose to \_\_\_\_\_ in an interface.

- ☐ Navigation
- ☐ Excise

☐ **Signposts** **Page # 253**

- ☐ None of the given

**Provide overviews**

Overviews serve a similar purpose to **signposts in an interface**: They help to orient the user.

Question # 101: Panes, frames and other containers on screen is a kind of \_\_\_\_\_

○ **Functional and data elements** Page # 206

- View
- Input method
- None of the given

Question # 102: \_\_\_\_\_ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- Postural

○ **Structural** Page # 217

- Behavioral
- Mnemonic

**Structural patterns** are perhaps the least-documented patterns, but they are nonetheless in widespread use.

Question # 103: This is not a characteristic of usability test?

- The primary goal is to improve usability

○ **The participants do not represent real users** Page # 270

- Observe and record what participants do and say
- None of the given

five characteristics:

1. The primary goal is to improve the usability of a product. For each test, you also have more specific goals and concerns that you articulate when planning the test.
2. **The participants represent real users.**
3. The participants do real tasks.
4. You observe and record what participants do and say.
5. You analyze the data, diagnose the real problems, and recommend changes to fix those problems.

Question # 104: Desktop applications fit into \_\_\_\_\_ categories of posture.

- ☐ Two
- ☒ **Four**
- ☐ Five
- ☐ Three

**Page # 220**

Desktop applications fit into **four categories** of posture: **sovereign, transient, daemonic, and auxiliary.**

Question # 105: Navigation represents excise except in \_\_\_\_\_.

- ☐ Web
- ☒ **Games**
- ☐ Windows
- ☐ Menus

**Page # 248**

Question # 106: \_\_\_\_\_ is an early release of a product to a few users.

- ☐ Surveys
- ☒ **Beta test**
- ☐ Focus
- ☐ None of the above

**Page # 271**

**A typical beta test (field test, clinical trial, user acceptance test) is an early release of a product to a few users.**

خود کو تمہیں سے بڑھ کر کوئی اچھا مشورہ نہیں دے سکتا



**Question # 107:** \_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

☐ Perception and recognition

☒ **Attention** **Page # 76**

☐ Learning

☐ None of these

**Attention** is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

**Question # 108:** Name of the document should be shown on the application's \_\_\_\_\_.

☐ Menu bar

☒ **Title bar** **Page # 326**

☐ Title bar and menu bar

☐ Not Title bar and not menu bar

**Naming and renaming the document**

The name of the document should be shown on the application's **title bar**.

**Question # 109:** Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_.

☐ Usability testing

☒ **Field study** **Page # 264**

☐ Predictive evaluation

☐ DECIDE framework

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by **a field study**.

Question # 110: \_\_\_\_\_ is the remarkable facility that lets us reverse a previous action.

☐ Redo

☒ **Undo** **Page # 310**

☐ Repeat

☐ Delete

Undo is the remarkable facility that lets us reverse a previous action.

Question # 111: \_\_\_\_\_ is not like other pages; it has different burdens to bear, different promises to keep.

☒ **Homepage** **Page # 287**

☐ Form

☐ Navigation bar

☐ Sections

The Home page is not like the other pages—it has different burdens to bear, different promises to keep.

Question # 112: \_\_\_\_\_ suggests identifying goals and questions first before selecting techniques for the study.

☐ RVM model

☒ **DECIDE framework** **Page # 367**

☐ Usability testing

☐ Field study

The DECIDE framework suggests identifying goals and questions first before selecting techniques for the study

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

**Question # 113:** Conventional wisdom says that \_\_\_\_\_ tell the user when he has made some mistake.

- Program crash
- System stuck

○ **Error messages** **Page # 382**

- Metadata

Conventional wisdom says that **error messages** tell the user when he has made some mistake.

**Question # 114:** People frequently counter the idea of \_\_\_\_\_ feedback with arguments that users don't like it

○ **Audible** **Page # 393**

- Video
- Walkthroughs
- Questions

People frequently counter the idea of **audible feedback** with arguments that users don't like it.

**Question # 115:** When developing \_\_\_\_\_, plan to keep them short, straightforward and avoid asking too many.

- Videos
- Documentation

○ **Interview questions** **Page # 371**

- Contextual enquiry

When developing **interview questions**, plan to keep them short, straightforward and avoid asking too many.

Question # 116: HCI deals with \_\_\_\_\_.

- ☐ Design of interactive system only
- ☐ Evaluation of interactive system only
- ☐ Implementation of interactive system only

☒ **All of the given choices**

Question # 117: \_\_\_\_\_ frequent your primary personas access the site, \_\_\_\_\_ transient a stance the site needs to take (respectively).

- ☐ More, Less

☒ **Less, more** **Page # 230**

- ☐ Less, less
- ☐ None of the given

**The less frequently** your primary personas access the site, **the more transient** a stance the site needs to take. In an informational site, this manifests itself in terms of ease and clarity of navigation.

Question # 118: Design of user interfaces does not entirely \_\_\_\_\_ aesthetic concerns, but rather it places such' concerns within the constraints of a \_\_\_\_\_ Framework.

- ☐ Include, Functional

☒ **Exclude, Functional** **Page # 343**

- ☐ Include, Non-Functional
- ☐ Exclude, Non-Functional

Graphic Design and Visual Interface Design

Design of user interfaces does not **entirely exclude aesthetic concerns**, but rather it places such' concerns within the constraints of a **functional framework**.



**Question # 119:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

☐ **Focused Attention** **Page # 78**

- ☐ Voluntary Attention
- ☐ Involuntary attention
- ☐ Divided Attention

**Focused Attention**

**For example**, when engaged in a conversation it is usual to attend to what the other person is saying.

**Question # 120:** Drive a vehicle while holding a conversation with a passenger is the example of \_\_\_\_\_.

- ☐ Focused Attention
- ☐ Voluntary Attention
- ☐ Involuntary attention

☐ **Divided Attention** **Page # 78**

**Divided Attention**

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

**Question # 121:** \_\_\_\_\_ minimizes errors.

- ☐ Affordance
- ☐ Constraints

☐ **Visibility** **Page # 104**

- ☐ Affordance and Visibility

Question # 122: \_\_\_\_\_ are dragged down from the title at the top of the screen.

○ **Pull Down Menus** **Page # 132**

- Main Menus
- Icons
- Buttons

**Pull-down menus** are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

Question # 123: \_\_\_\_\_ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient
- Strategic
- **Tactical** **Page # 143**
- Reliable

**Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question # 124: The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

- Hartson
- Webster
- Barry Boehm

○ **Deborah Mayhew** **Page # 153**

The Usability Engineering lifecycle was proposed by **Deborah Mayhew in 1999.**

جھوٹ انسان اور ایمان دونوں کا دشمن ہے

**Question # 125:** Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.

○ **Analytic mode, synthetic mode** **Page # 153**

- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**

**Question # 126:** 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

○ **Persona**

- Scenario
- Flowchart
- Brainstorming

**Question # 127:** The \_\_\_\_\_ is a concrete expression of the more abstract structure of the site.

○ **Skeleton** **Page # 306**

- Scope
- Strategy
- Structure

The skeleton is a concrete expression of the more abstract structure of the site.

عقل مند اپنے عیب خود دیکھتا ہے اور بیوقوفوں کے عیب دنیا دیکھتی ہے

**Question # 128:** Beneath the surface is the \_\_\_\_\_ of the site: the placement of buttons, tabs, photos, and blocks of text.

- ☐ Surface
- ☐ Structure

☒ **Skeleton**      **Page # 306**

- ☐ Scope

**Beneath that surface is the skeleton of the site: the placement of buttons, tabs, photos, and blocks of text.**

**Question # 129:** \_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

☒ **Buttons**      **Page # 133**

- ☐ Pointers
- ☐ Menus
- ☐ Windows

**Buttons are individual and isolated** regions within display that can be selected by the user to invoke specific operations.

**Question # 130:** The \_\_\_\_\_ function came into being as the result of the implementation model for undo.

☒ **Redo**      **Page # 314**

- ☐ Undo
- ☐ Repeat
- ☐ Delete

**The redo function** came into being as the result of the implementation model for undo



**Question # 131:** Around 63% of software projects exceed their cost estimates. The top four reasons for

This are:

A– Frequent requests for changes from users

B– Overlooked tasks

C– Users' lack of understanding of their own requirements

D– Insufficient user-analyst communication and understanding

☐ Only A

☐ Only B

☐ Only D

☐ **A B C & D**

**Page # 27**

**Around 63% of software projects exceed their cost estimates. The top four reasons for this are:**

– Frequent requests for changes from users

– Overlooked tasks

– Users' lack of understanding of their own requirements

– Insufficient user-analyst communication and understanding

**Question # 132:** \_\_\_\_\_ of the potential sales from a site are lost because people cannot find the item they are looking for

☐ **50%**

**Page # 141**

☐ 40%

☐ 30%

☐ 10%

**50% of the potential sales from a site are lost because people cannot find the item they are looking for**

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

Question # 133: Human eye is very sensitive to \_\_\_\_\_

- ☐ Air
- ☐ Smoke
- ☒ **Light**
- ☐ Sand

Page # 55 and 56

Question # 134: Top of the web page contain the \_\_\_\_\_

- ☐ Menu
- ☒ **Title bar**
- ☐ Home icon
- ☐ Back button

Question # 135: If the user wants to \_\_\_\_\_ place the document somewhere in the file system hierarchy, he can request this function from the menu.

- ☒ **Explicitly**
- ☐ Implicitly
- ☐ Habitually
- ☐ Properly

If the user wants to **explicitly place** the document somewhere in the file system hierarchy, he can request this function from the menu.

کسی انسان کی خوبی کو پہچانوں اور اسے بیان کرو، لیکن اگر کسی کی  
خامی مل جائے تو یہاں تمہاری خوبی کا امتحان ہے۔  
فرمان حضرت علیؓ

**Question # 136:** \_\_\_\_\_ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- Audio recording

○ **Taking notes** **Page # 365**

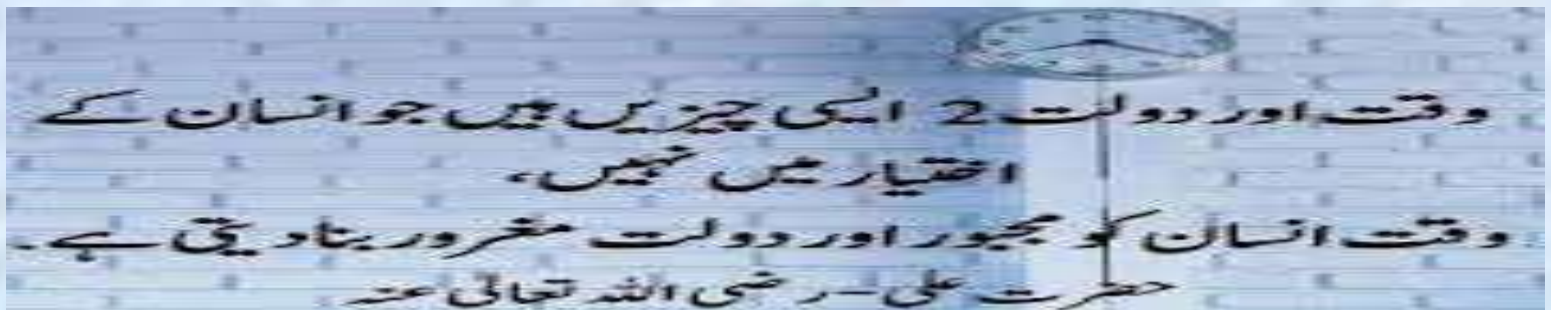
- Observation
- Video

**Taking notes** is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

**Question # 137:** Every page within a site should contain a brief \_\_\_\_\_ that accurately describes the content of the page.

○ **Site ID** **Page # 287**

- Header
- Local Navigation
- Search button



**Question # 138:** What is the fifth step in defining the requirements with respect to persona based design?

- Brainstorming
- Identifying persona expectations.
- Constructing the context scenario

○ **Identifying needs**

**Page # 200**

The following five steps comprise this process:

1. Creating problem and vision statement
2. Brainstorming
3. Identifying persona expectations
4. Constructing the context scenario
5. Identifying needs

**Question # 139:** You can load a VCR tape the right way because of \_\_\_\_\_.

○ **Physical constraints**

**Page # 106**

- Logical constraints
- Cultural constraints
- None of these

**Physical constraints:** Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

سنہری حروف

اپنی سوچ کو پانی کے قطروں سے بھی زیادہ شفاف رکھو  
کیوں کہ جس طرح قطروں سے دریا بنتا ہے  
اسی طرح سوچوں سے ایمان بنتا ہے۔۔۔

(حضرت علیؓ)



Question # 140: \_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation.

○ **Slips, mistakes** **Page # 100**

- Errors, slips
- Mistakes, errors
- Mistakes, slips

### **Slips**

**Slips are unintentional.** They happen by accident, such as making typos by pressing the wrong key or selecting wrong menu item by overshooting. The most frequent errors are slips, especially in well-learned behavior.

### **Mistakes**

**Mistakes occur through conscious deliberation.** An incorrect action is taken based on an incorrect decision. For example, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is a mistake. A menu option to erase the disk is appropriate action.

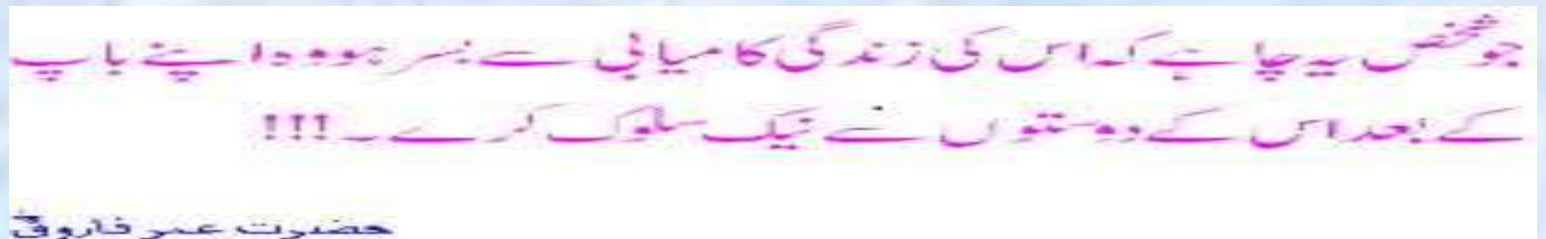
Question # 141: What is the main strength of the Problem Space Framework as a model of human problem solving?

○ **It operates within the constraints of the human processing system** **Page # 91**

- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these

### **Reference:**

[Click here for more detail](#)



Question # 142: \_\_\_\_\_ Patterns can be applied at the conceptual level.

○ **Postural** Page # 217

- Structural
- Behavioral
- Mnemonic

Postural patterns can be applied at the conceptual level and help determine the overall product stance in relation to the user.

Question # 143: Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because:

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

Question # 144: Environments are environments that are user and context aware.

○ **Attentive** Page # 418

- Non-attentive
- Visual
- Sensing

Attentive environments are environments that are user and context aware.

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

Question # 145: \_\_\_\_\_ involves watching and listening to users.

○ **Observation** Page # 361

- Evaluation
- Qualitative research
- Interaction

Observation involves watching and listening to users.

Question # 145: The established standard suite of \_\_\_\_\_ for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.

- OS management

○ **File management** Page # 325

- Data management
- Application management

The established standard suite of **file management** for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.

Question # 146: Explanatory undo is, generally, a much more pleasant feature than \_\_\_\_\_.

- Single Undo
- Multiple undo

○ **Blind undo** Page # 312

- Incremental Undo

Explanatory undo is, generally, a much more pleasant feature than blind undo.

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question # 147: Browser Title always contains the word '\_\_\_\_\_'.  
\_\_\_\_\_

☒ **Home** **Page # 300**

- ☐ Default
- ☐ Error
- ☐ Browser

**Browser Title always contains the word 'Home'**



Question # 148: Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

- ☐ True

☒ **False** **Page # 176**

**Contextual inquiry: Contextual inquiry**, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

Question # 149: Roughly \_\_\_\_\_ percent of the male population has some degree of color blindness.

☒ **10** **Page # 358**

- ☐ 20
- ☐ 30
- ☐ 40

**Inadequate attention to color impairment. Roughly ten percent** of the male population has some degree of color blindness.



**Question # 150:** The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- ☐ Primary
- ☐ Secondary

☒ **Served** **Page # 159**

- ☐ Negative

**Served:** the persona is not an actual user of the product, but is indirectly affected by it and its use

**Question # 151:** Which of the following is not a secondary color?

- ☐ Green
- ☐ Orange
- ☐ Purple

☒ **Blue** **Page # 63**

**Secondary Colors:** These are the colors formed by mixing the primary colors.

**SECONDARY COLORS**  
**Green, orange and purple**

**Question # 152:** Which of the following requires less cognitive effort than others?

- ☒ **Listening** **Page # 87**
- ☐ Speaking
- ☐ Hearing
- ☐ None of the given

**Listening require less cognitive effort than reading or speaking.**

اللہ کا خوف سب سے بڑی دافقی ہے

Question # 153: We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).

☒ **Process, Tools** **Page # 23**

- ☐ Tools, Process
- ☐ Tools, Methodology
- ☐ None of these

We are deficient in our **development process**, not in our **development tools**.

Question # 154: The command line interface is used because:

- ☐ It is easy to understand
- ☐ It is demanded by DOS
- ☐ It is offered by UNIX systems

☒ **It is powerful and flexible** **Page # 127**

**Command line interface are powerful** in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

Question # 155: Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

☒ **Psychology** **Page # 43**

- ☐ Sociology
- ☐ Statistics
- ☐ Computer Science

**Psychology is concerned** primarily with understanding human behavior and the mental processes that underlie it.

**Question # 156:** \_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ☐ Human
- ☐ Computer
- ☐ **Human Computer Interaction** **Page # 14**
- ☐ None of these

**HCI plays a role to bridge** up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

**Question # 157:** The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- ☐ **Primary** **Page # 159**
- ☐ Secondary
- ☐ Supplement
- ☐ Negative

**Primary: the persona's needs are sufficiently** unique to require a distinct interface form and behavior

**Question # 158:** A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ☐ Button
- ☐ Pointer
- ☐ **Palette** **Page # 133**
- ☐ Title bar

**A palette** is usually a collection of icons that are reminiscent of the purpose of the various modes.

Question # 159: During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- **Modeling, analysis** **Page # 159**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

**Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.**

Question # 160: The Star lifecycle was proposed by \_\_\_\_\_.

- Deborah Mayhew
- Webster
- Barry Boehm

○ **Hartson** **Page # 152**

**In 1989, the Star lifecycle model was proposed by Hartson and Hix.**

Question # 161: Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started.

- Incremental
- **Linear** **Page # 149**
- Iterative
- Analytical

**The waterfall lifecycle was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is basically a linear model in which each step must be completed before the next step can be started.**



Question # 162: \_\_\_\_\_ and \_\_\_\_\_ are the same things

○ **Excise and Navigation** **Page # 248**

- Excise and Testing
- Excise and Evaluation
- All of the given

#### **Navigation Is Excise**

As discussed earlier, the most important thing to realize about **navigation is that, in almost all cases, it represents pure excise**, or something close to it.

Question # 163: What do you enjoy most about your job (or lifestyle) is an example of \_\_\_\_\_.

- Avoidance

○ **Motivation** **Page # 183**

- Exceptions
- Attitude-oriented questions

#### **Motivation**

What do you enjoy most about your job (or lifestyle)?

What do you always tackle first?



**Question # 164:** \_\_\_\_\_ represents the Early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions

○ **Focused on domain knowledge** **Page # 181**

**Early-phase**

- Exploratory
- **Focused on domain knowledge**
- Open-ended questions

**Question # 165:** There can only be one \_\_\_\_\_ persona per interface for a product.

○ **Primary** **Page # 196**

- Secondary
- Supplemental
- Customer

Primary personas represent the primary target for the design of an interface. There can be **only one primary persona per interface for a product.**

**Question # 166:** What are the most common things you do with the product is a type of \_\_\_\_\_.

- Goal-oriented question.

○ **System-oriented question.** **Page # 182**

- Workflow-oriented question.
- Attitude-oriented question.

**System-oriented questions**

Function: What are the **most common things you do with the product?**

Question # 167: Goal-oriented context scenarios are \_\_\_\_\_ task-oriented than key path Scenario.

☒ **Less** **Page # 208**

- ☐ Alike
- ☐ More
- ☐ None of the given

Unlike the goal-oriented context scenarios, **key path scenarios are more task-oriented;**

Question # 168: \_\_\_\_\_ represent the user's expectations of the tangible outcomes of using a specific product.

- ☐ Non-user goals

☒ **End goals** **Page # 192**

- ☐ Experience goals
- ☐ Life goals

**End goals** represent the user's expectations of the tangible outcomes of using specific product.

Question # 169: The \_\_\_\_\_ phase sets the stage for the core of the design effort.

☒ **Requirement definition** **Page # 205**

- ☐ Modeling
- ☐ Implementation
- ☐ None of the given

The **Requirements Definition phase** sets the stage for the core of the design effort: defining the interaction framework of the product.

**Question # 170:** If the product is new then \_\_\_\_\_ time is usually invested in market research.

- Less
- Less
- More

○ **None of the given**      **Page # 257**

If the product is new, then **considerable time** is usually invested in market research.

**Question # 171:** What is the fourth step in defining the requirements with respect to persona-based design?

- Creating problem and vision statement
- Brainstorming
- Identifying persona expectations

○ **Constructing the context scenario**      **Page # 200**

The following five steps comprise this process:

1. Creating problem and vision statement
2. Brainstorming
3. Identifying persona expectations
- 4. Constructing the context scenario**
5. Identifying needs

اچھے کے ساتھ اچھے رہو لیکن برے کیلے  
برے مت بنو کیونکہ تم پانی سے خون  
صاف کر سکتے ہو پر خون سے خون نہیں۔



**Question # 172:** Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are \_\_\_\_\_ posture application.

- Transient
- **Sovereign**
- Auxiliary
- None of the given

**Page # 220**

**Sovereign posture**

Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are **sovereign posture application**.

**Question # 173:** What is the second step in defining the requirements with respect to persona-based design?

- **Brainstorming**
- Creating problem and vision statement
- Identifying persona expectations
- Constructing the context scenario

**Page # 200**

The following five steps comprise this process:

1. Creating problem and vision statement
2. **Brainstorming**
3. Identifying persona expectations
4. Constructing the context scenario
5. Identifying needs

” گفتگو ایسی چیز ہے۔  
جسکی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔“

Question # 174: \_\_\_\_\_ personas address the needs of customers, not end users.

- Served
- Negative

○ **Customer** **Page # 197**

- Supplemental

**Customer personas address the needs of customers, not end users.** Typically, customer personas are treated like secondary personas.

Question # 175: Persona is not context specific, so it can be reused easily.

- True

○ **False** **Page # 189**

Personas and reuse

– Personas context-specific

• **Cannot be reused across products**

Slide No. 22 Page # 21/61

Question # 176: In an email application configuring a new email server is a key path activity.

- True

○ **False** **Page # 207**

**In an e-mail application, for example, viewing and composing mail are key path activities; configuring a new mail server is not.**

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

Question # 177: The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

☒ **Physical** **Page # 106**

- ☐ Logical
- ☐ Cultural
- ☐ None of these

### **Physical constraints**

Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

Question # 178: Which of the following device can not be useful for a visually impaired person?

- ☐ a typical keyboard
- ☒ **a typical monitor**
- ☐ a typical speaker
- ☐ a typical processor

**Monitors are useless to the visually impaired or blind person.**

Question # 179: The gulf of execution refers to \_\_\_\_\_.

- ☐ The user's difficulty in understanding the feedback from the system
- ☐ The system's difficulty in presenting information in the output language
- ☐ The system's difficulty in converting an input expression into the correct system state transition
- ☒ **The user's difficulty in formulating and articulating an intention to the system**

**Question # 180:** 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?

- (i) Effectiveness
- (ii) Efficiency
- (iii) Fault tolerance
- (iv) Satisfaction

Select correct option:

- ☒ (i) & (ii) **Page # 31**
- ☐ (i), (ii) & (iv)
- ☐ (ii) & (iii)
- ☐ (ii) & (iv)

usability is broken down into the following goals:

- Effective to use (effectiveness)
- Efficient to use (efficiency)
- Safe to use (safety)
- Have good utility (utility)
- Easy to learn (learnability)
- Easy to remember how to use (memorability)

**Question # 181:** Which of the following is not one of the primary colors?

- ☐ Red
- ☐ Yellow
- ☐ Blue

- ☒ **Green** **Page # 62**

### Primary Colors

In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues

**PRIMARY COLORS**

**Red, yellow and blue**



**Question # 182:** Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- **All of the given**

**Page # 54**

A person's interaction with the outside world occurs through information being received and sent: **input and output**. **Sight may be used primarily in receiving information from the computer**, but it can also be used to provide information to the computer, for example by fixating on a particular screen point when using an eye gaze system.

**Question # 183:** Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing**
- Sense of touch

**Question # 184:** \_\_\_\_\_ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping**
- None of the given

**Page # 107**

### **Mapping**

This refers to the relationship between controls and their effects in the world

**Question # 185:** \_\_\_\_\_ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

○ **Effectiveness** **Page # 31**

- Efficiency
- Utility
- None of the given

**Question # 186:** \_\_\_\_\_ is what goes on in out heads when we carry out our everyday activities?

○ **Cognition** **Page # 47**

- Learnability
- Memorability
- None of the given

**Question # 187:** \_\_\_\_\_ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making

○ **Reasoning** **Page # 89**

- Problem Solving
- None of the given

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

**Question # 188:** \_\_\_\_\_research helps us understand the domain, context and constraints of a product in different, more useful ways than \_\_\_\_\_research do.

☐ **Qualitative, Quantitative** **Page # 167**

- ☐ Quantitative, Qualitative
- ☐ Qualitative, Deductive
- ☐ None of them

**Question # 189:** In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.

- ☐ Paper work and computer work
- ☐ Spatial and temporal organizations

☐ **Organizational memory** **Page # 176**

- ☐ None of these

### **Organizational memory**

Formal documents are not the only way in which things are remembered within an organization. Individuals may keep their own records, or there may be local gurus.

**Question # 190:** Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

- ☐ Physical
- ☐ Logical

☐ **Cultural** **Page # 106**

- ☐ None of these

**Question # 191:** \_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

☐ Visibility

☒ **Affordance** **Page # 105**

☐ Constraint

☐ None of these

**Question # 192:** \_\_\_\_\_ minimizes errors.

☐ Affordance

☒ **Visibility** **Page # 104**

☐ Constraints

☐ None of these

**Question # 193:** Models are used in design to:

☐ Generate the design

☐ Evaluate the design

☒ **Generate and evaluate the design** [Click here for more Detail](#)

☐ None of the given

models are used to generate and evaluate forecasts and decision alternatives.

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**Question # 194:** Which are the most significant senses for the average person when it comes to interacting with a computer?

- ☐ Sight and hearing
- ☐ Hearing, touch and smell
- ☐ Hearing and touch

☒ **Sight, hearing and touch** [Click here for more Detail](#)

The major senses in human interaction are vision, hearing and touch.

**Question # 195:** \_\_\_\_\_ refers to the way a system supports users in carrying out their tasks.

☒ **Efficiency** **Page # 31**

- ☐ Effectiveness
- ☐ Utility
- ☐ None of the given

### **Efficiency**

It refers to the way a system supports users in carrying out their tasks.

**Question # 196:** \_\_\_\_\_ 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** **Page # 51**

- ☐ None of the given

**Interface metaphors** are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

**Question # 197:** \_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

☒ **Written, spoken** **Page # 87**

- ☐ Spoken, written
- ☐ Verbal, non-verbal
- ☐ None of the given

**Written language** tends to be grammatical while **spoken language** is often ungrammatical.

**Question # 198:** Aspect gives us hints and tips about using and creating user interface idioms.

- ☐ Strategic

☒ **Tactical** **Page # 143**

- ☐ Operational
- ☐ None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. **Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.**



**Question # 199:** Faisal 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?

○ MS World

○ **Worldwide Web** **Page # 305**

○ Television Newspaper

○ None of the given

It would be true to say that the **Web is in fact a super medium which incorporates all of the above media. Today's we pages and applications incorporate elements of the following media:**

- **Print**
- **Video**
- **Audio**
- **Software applications**

**Question # 200:** Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.

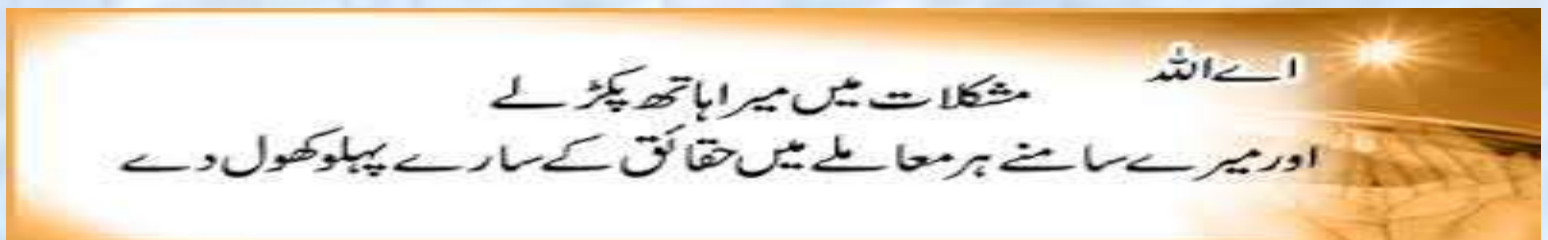
○ **Analytic mode, synthetic mode** **Page # 153**

○ Evaluation mode, testing mode

○ Analyze mode, feedback mode

○ Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**



**Question # 201:** Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- ☐ Auxiliary
- ☒ **Transient**
- ☐ Information
- ☐ Sovereign

**Page # 231**

If the user requires access via a navigational portal relatively infrequently, the appropriate posture is transient, providing clear, simple navigational controls and getting out of the way.

**Question # 202:** \_\_\_\_\_ are dragged down from the title at the top of the screen.

- ☒ **Pull Down Menus**

**Page # 132**

- ☐ Main Menus
- ☐ Icons
- ☐ Buttons

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

**Question # 203:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- ☒ **Focused Attention**

**Page # 78**

- ☐ Voluntary Attention
- ☐ Involuntary attention
- ☐ Divided Attention

**Focused Attention:** For example, when engaged in a conversation it is usual to attend to what the other person is saying.



**Question # 204:** Drive a vehicle while holding a conversation with a passenger is the example of \_\_\_\_\_ .

- Focused Attention
- Voluntary Attention
- Involuntary attention

○ **Divided Attention** **Page # 78**

**Divided Attention**

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

**Question # 205:** GOMS stands for:

○ **Goals operation methods and selection rules** **Page # 50**

- Goals objects models and selection rules
- Goals operations methods and state rules
- Goals operations models and state rules

**Question # 206:** Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation

○ **All of the given** **Page # 59**

**Hue:** Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

**Intensity:** Intensity is the brightness of the color.

**Saturation:** Saturation is the amount of whiteness in the colors.

**Question # 207:** \_\_\_\_\_ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

○ Learnability

○ **Memorability** **Page # 32**

○ Utility

○ None of the given

#### **Memorability**

It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

**Question # 208:** A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of \_\_\_\_\_ Design Principle.

○ Visibility

○ **Affordance** **Page # 105**

○ Mapping

○ None of the given

**Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.**



**Question # 209:** Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- ☐ Redo
- ☒ Archiving
- ☐ Undo
- ☐ Milestoning

**Question # 210:** If you want to find out whether adding a bulletin board to an ecommerce websites increases the number of visitors, which of the following analysis will help?

- ☐ Qualitative
- ☒ Evaluative
- ☐ Quantitative
- ☐ Scientific

**Page # 367**

**Question # 211:** 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?

- ☒ Alerts
- ☐ Confirmation
- ☐ Feedback
- ☐ Delete.

عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی

**Question # 212:** With the help of \_\_\_\_Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system

○ **GOMS**

- Human Processor model
- Quantum model
- Quality Model

**Question # 213:** Ethnography is a method that comes originally from anthropology and literally means

○ **Writing the culture** **Page # 173**

- Social issues
- Ethical issues
- Ethics

Ethnography is a method that comes originally from anthropology and literally means “writing the culture”.

**Question # 214:** \_\_\_\_\_is an iterative process that is best performed with a small, collaborative group of one or two iteration designers and a visual or industrial designer.

- Defining functional and data elements
- Determining functional groups and hierarchy

○ **Sketching the interaction framework** **Page # 207**

- Constructing key path scenarios

Sketching the framework is an iterative process that is best performed with a small, collaborative group of one or two interaction designers and a visual or industrial designer.



Question # 215: Physical objects are said to have\_\_\_\_affordance.

○ **Real** Page # 105

- Perceived
- Logical
- Intuitive

Physical objects are said to have **real affordances**, like grasping, that are perceptually obvious and do not have to be learned.

Question # 216: Which of these specialists is user centered?

○ **HCI** Page # 21

- Software engineer
- Computing technology
- Web Designer

Human-computer interface **specialists are user-centered** and software engineers are system-centered.

Question # 217: Companies ABC market its product in a traditional way. Which of the following research method company will follows for successful traditional marketing campaign?

- Stake holders interview
- Usability and user testing
- Market demographics and segments
- **Focus group**

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے

**Question # 218:** The missing ingredient in scenario-based method is the use of \_\_\_\_\_

☒ **Persona** **Page # 199**

- ☐ Context Scenario
- ☐ Design model
- ☐ Simple scenario

The missing ingredient in scenario-based methods is the **use of personas**.

**Question # 219:** \_\_\_\_\_are concise narrative descriptions of one or more personas using a product to achieve a specific goal.

☒ **Personal-based scenario** **Page # 199**

- ☐ Context scenario
- ☐ Simple scenario
- ☐ Dialogue

Persona-based scenarios are concise narrative descriptions of one or more personas using a product to achieve specific goals.

**Question # 220:** As you know that WWW is a combination of many different mediums of communication. Which of the following is not the part of WWW?

- ☐ Print
- ☐ Video
- ☐ Audio

☒ **Conceptual** **Page # 305**

**Nature of the Web Medium**

The **World Wide Web** is a combination of many different mediums of communication

- **Print**
- **Video**
- **Audio**
- **Software applications**

**Question # 221:** HCI specialists want to measure the typical user's performance on carefully prepared tasks that are typical of those for which the system was designed. Which of the following evaluation paradigms will be used?

○ Quick and dirty

○ **Usability testing** **Page # 259**

○ Field studies

○ Predictive

Usability testing involves measuring typical users' performance on carefully prepared tasks that are typical of those for which the system was designed.

**Question # 222:** Laboratory experiments are strongly controlled and are quite different from workplace, home and leisure environments so therefore have low ecological \_\_\_\_\_

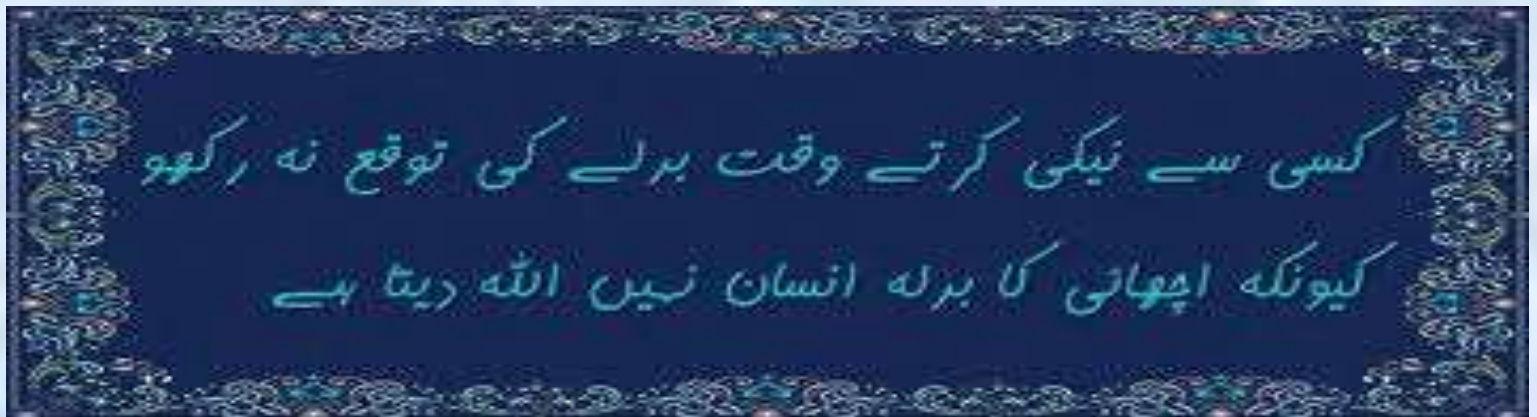
○ Scope

○ **Validity** **Page # 269**

○ Reliability

○ Biases

Laboratory experiments are strongly controlled and are quite different from workplace, home, or leisure environments. Laboratory experiments therefore have **low ecological validity** because the results are unlikely to represent what happens in the real world.



Question # 223: \_\_\_\_\_ are the links to the main portions of the site the top level of the site hierarchy

○ **Sections** **Page # 288**

- Site IDS
- Homepage
- Form

### The Sections

The Sections—sometimes called the *primary navigation*—are the links to the main sections of the site: the top level of the site's hierarchy

Question # 224: Browse title always contain the word

○ **Home**

- Default
- Error
- Browser

Question # 225: Adding seven or more additional colors\_\_\_\_\_ search performance.

○ **Degraded** **Page # 358**

- Improved
- Have no effect on
- Enhanced

Adding additional colors provides less value, and at seven or more, search performance degraded significantly.

بري صحبت سے تنہائی بہتر ہے اور نیک صحبت بہتر ہے



**Question # 226:** Brick (TMG 1990-95) is a graphical user interface that allows \_\_\_\_ control of virtual objects through handles called Brick

- Random
- **Direct**
- In-direct
- Temporary

**Page # 417**

Bricks (TMG, 1990-95) is a graphical user interface that allows direct control of virtual objects through handles called “Bricks”.

**Question # 227:** \_\_\_\_ Present a fascinating lens through which we can view the network relationships between systems

- **Metadata**
- Thesauri
- Accessibility
- Ubiquitous Computing

**Page # 406**

Metadata and controlled vocabularies present a fascinating lens through which to view the network of relationships between systems

مجھے وہ دوست پسند ہے جو محفل میں میری غلطیاں چھپائے  
اور تنہائی میں میری غلطیوں پر مجھے سمجھائے۔

**Question # 228:** \_\_\_\_\_ Computing is to enable devices to sense changes in their environment and to automatically adapt and act based on these changes

- ☐ Wearable
- ☐ Attentive environment
- ☐ Tangible bits

☒ **Ubiquitous** **Page # 413**

One of the goals of **ubiquitous computing** is to enable devices to sense changes in their environment and to automatically adapt and act based on these changes based on user needs and preferences.

**Question # 229:** You have a cell phone that has alarms, email, and web browsers applications. Which of the following posture cell phone have?

- ☒ **Auxiliary**
- ☐ Sovereign
- ☐ Transient
- ☐ Information

**Question # 230:** A student is asked to conduct a survey of a form .He will have interview with the manager of firm and also few questions about the domain of firm related to survey In interview, student will ask a questions about domains in \_\_\_\_\_ .

- ☐ Mid phase
- ☒ **Early phase**
- ☐ Late phases
- ☐ Can ask in any phase

Note: If you found any mistake in mcqz please mail at above mentioned email address.  
And tell me your answer with references.



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*Winning is not everything,  
but wanting to win is  
everything.....  
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please pray for me  
and I will pray for you too



**THE END**

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