	CS408- HUMAN COMPUTER INTRUCTION (SOLVED MCQs) FROM MIDTERM PAPERS LECTURE (1-22)	
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Question No: 1

_____are unintentional while_____ occur through conscious deliberation.

➤ **Slips, mistakes (page 100)**
➤ Errors, slips
➤ Mistakes, errors
➤ Mistakes, slips

Question No: 2

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

Question No:3

_____ 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

Question No: 4

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.

➤ True
➤ **False (page 176)**

Question No: 5

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

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Question No: 6

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

➢ Scenario
➢ **Persona (page 187)**
➢ Prototype

Question No: 7

The difference between the intentions and allowable actions is the:

➢ **Gulf of Execution (page 103)**
➢ Gulf of Evaluation
➢ None of these

Question No: 8

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

Question No: 9

The goals of HCI are:

➢ **Usability and User Experience (page 30)**
➢ Learn ability and Comfort
➢ Tasks and Goals

Question No: 10

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

Question No: 11

_____ is proportional to the amplitude of the sound.

➢ Pitch
➢ **Loudness (page 70)**
➢ Timber

Question No: 12

Persona is not context specific, so it can be reused easily.

- ➤ True
- ➤ **False (page 189)**

Question No: 13

_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.
- ➤ **Buttons (page 133)**
- ➤ Pointers
- ➤ Menus
- ➤ Windows

Question No: 14

User personas that are not primary or secondary are _____ personas.
- ➤ Served
- ➤ Negative
- ➤ Customer
- ➤ **Supplemental (page 196)**

Question No: 15

Which of the following is the comparison of what happened in the world with what we wanted to happen?
- ➤ Action
- ➤ **Evaluation (page 99)**
- ➤ Execution
- ➤ None of these

Question No: 16

The size and shape of a compact disk, is a type of _____ constraint.
- ➤ **Physical (page 106)**
- ➤ Logical
- ➤ Cultural
- ➤ None of these

Question No: 17

_____ Research can tell you about what, how, many and why in rich, multivariate detail.
- ➤ Quantitative
- ➤ **Qualitative (page 166)**
- ➤ SME
- ➤ None of these

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Question No: 18

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

Question No: 19

Which of the following is not a secondary color?

➢ Green
➢ Orange
➢ Purple
➢ **Blue (page 63)**

Question No: 20

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

Question No: 21

Which of the following requires less cognitive effort than others?

➢ **Listening (page 87)**
➢ Speaking
➢ Hearing
➢ None of the given

Question No: 22

We are deficient in our development _____, not in our development _____ (respectively).

➢ **Process, Tools (page 23)**
➢ Tools, Process
➢ Tools, Methodology
➢ None of these

Question No: 23

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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

Question No: 24
Which of the following does not count as one of the advantages of computers?
- ➢ Computers are enabling new discoveries

- ➢ Leading to efficiencies
- ➢ Making our life convenient
- ➢ **Depending so much on computers may give fatal results (page 9)**

Question No: 25
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 No: 26
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:
- ➢ **& (ii) (page 31)**
- ➢ (i), (ii) & (iv)
- ➢ & (iii)
- ➢ & (iv)

Question No: 27
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 31)**
- ➢ Usability is concerned with making systems easy to use
- ➢ Poorly designed computer system can be extremely annoying to users

Question No: 28

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)**

Question No: 29

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

Question No: 30

Which of the following is not one of the primary colors?
- ➢ Red
- ➢ Yellow
- ➢ Blue
- ➢ **Green (page 63)**

Question No: 31

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

Question No: 32

HCI deals with:
- ➢ Design of interactive system only
- ➢ Evaluation of interactive system only
- ➢ Implementation of interactive system only
- ➢ **All of the given choices (page 15)**

Question No: 33

Human beings interact with outside world, using their
- ➢ input channels
- ➢ output channels
- ➢ sense of sight

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➢ **All of the given (page 54)**

Question No: 33

We are deficient in our development _____, not in our development _____ (respectively).

➢ **Process, Tools (page 23)**
➢ Tools, Process
➢ Tools, Methodology
➢ None of these

Question No: 34

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 No: 35

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

➢ Reasoning
➢ Decision Making
➢ **Attention (page 76)**

Question No: 36

_____ refers to the relationship between controls and their effects in the world.

➢ Visibility
➢ Affordance
➢ **Mapping (page 107)**

Question No: 37

. _____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

➢ **Human computer Interaction (page 14)**
➢ Software Engineering
➢ Human Computer Interfaces

Question No: 38

_____ 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

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Question No: 39

. _____is what goes on in out heads when we carry out our everyday activities?
- ➤ **Cognition (page 47)**
- ➤ Learnability
- ➤ Memeorability

Question No: 40

_____ 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

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Question No: 41

_____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
- ➤ None of them

Question No: 42

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

Question No: 43

Using icons on the desktop to represent operations is a type of _____ constraint.
- ➤ Physical
- ➤ Logical
- ➤ **Cultural (page 106)**
- ➤ None of these

Question No: 44

_____ 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 No: 45

_____ minimizes errors.
- ➢ Affordance
- ➢ **Visibility (page 104)**
- ➢ Constraints
- ➢ None of these

Question No: 46

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?
- ➢ Pitch

- ➢ **Loudness (page 70)**
- ➢ Timber
- ➢ None of these

Question No: 47

_____ 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

Question No: 48

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

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Question No: 49

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- ➢ Button
- ➢ Pointer
- ➢ **Palette (page 133)**
- ➢ Title bar

Question No: 50

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

Question No: 51

During _____ phase, usage and workflow patterns discovered through _____ .

- ➢ **Modeling, analysis (page 159)**
- ➢ Analysis, modeling
- ➢ Testing, modeling
- ➢ Testing, Analysis

Question No: 52

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

Question No: 53

Models are used in design to,

- ➢ Generate the design
- ➢ Evaluate the design
- ➢ **Generate and evaluate the design (page 185)**
- ➢ None of the given

Question No: 54

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

Question No: 55
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 (page 54)**

Question No: 56
_____ refers to the way a system supports users in carrying out their tasks.
- ➢ **Efficiency (page 31)**
- ➢ Effectiveness
- ➢ Utility

Question No: 57
_____ 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)**

Question No: 58
_____language tends to be grammatical while _____ language is often Ungrammatical.
- ➢ **Written, spoken (page 87)**
- ➢ Spoken, written
- ➢ None of the given choices

Question No: 59
Aspect gives us hints and tips about using and creating user interface idioms.
- ➢ Strategic
- ➢ **Tactical (page 143)**
- ➢ None of the given choices

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Question No: 60
The Usability Engineering lifecycle was proposed by _____.
➢ **Deborah Mayhew (page 153)**
➢ Webster
➢ Barry Boehm
➢ Hartson

Question No: 61
Ali 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

Question No: 62
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

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Question No: 63

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 199)**

Question No: 64

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 (page 231)**
- ➢ Information
- ➢ Sovereign

Question No: 65

_____ are dragged down from the title at the top of the screen.

- ➢ **Pull Down Menus (page 132)**
- ➢ Main Menus
- ➢ Icons
- ➢ Buttons

Question No: 66

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- ➢ Focused Attention
- ➢ **Voluntary Attention (page 78)**
- ➢ Involuntary attention
- ➢ Divided Attention

Question No: 67

Drive a vehicle while holding a conversation with a passenger is the example of _____ .

- ➢ Focused Attention
- ➢ Voluntary Attention
- ➢ Involuntary attention

➢ **Divided Attention (page 78)**

Question No: 68
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 No: 69
Which of the following is/are the main component(s) of color?
➢ Hue
➢ Intensity
➢ Saturation
➢ **All of the given (page 59)**

Question No: 70
_____ represent the user's expectations of the tangible outcomes of using a specific product.
➢ Non-user goals   AL-JUAID INSTITUTE OF GROUP
➢ **End goals (page 192)**
➢ Experience goals
➢ Life goals

Question No: 71
Persona is not context specific, so it can be reused easily.
➢ True
➢ **False (page 189)**

Question No: 72
In an email application configuring a new email server is a key path activity.
➢ **True (page 207)**
➢ False

Question No: 73
_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.
➢ Postural
➢ **Structural (page 217)**

➢ Behavioral
➢ Mnemonic

Question No: 74
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)**

Question No: 75
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

Question No: 76
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

Question No: 77
Beneath the surface is the _____ of the site: the placement of buttons, tabs, photos, and blocks of text.
➢ Surface
➢ Structure
➢ **Skeleton (page 306)**
➢ Scope

Question No: 78
Roughly _____ percent of the male population has some degree of color blindness.
➢ **10 (page 358)**
➢ 20
➢ 30

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➢ 40
Question No: 79
_____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.
➢ **Buttons (page 133)**
➢ Pointers
➢ Menus
➢ Windows

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Question No: 80
The _____ function came into being as the result of the implementation model for undo
➢ **Redo (page 314)**
➢ Undo
➢ Repeat
➢ Delete

Question No: 81
If the user wants to _____ place the document somewhere in the file system hierarchy, he can request this function from the menu.
➢ **Explicitly (page 327)**
➢ Implicitly
➢ Habitually
➢ Properly

Question No: 82
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

Question No: 83
When developing _____, plan to keep them short, straightforward and avoid asking too many.
➢ Videos
➢ Documentation
➢ **Interview CS408 Questions (page 371)**

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➢ Contextual enquiry

Question No: 84
Conventional wisdom says that _____ tell the user when he has made some mistake.
➢ Program crash
➢ System stuck
➢ **Error messages (page 382)**
➢ Metadata

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Question No: 85
People frequently counter the idea of _____ feedback with arguments that users don't like it
➢ **Audible (page 393)**
➢ Video
➢ Walkthroughs
➢ CS408 Questions

Question No: 86
_____ environments are environments that are user and context aware.
➢ Non-attentive
➢ Visual
➢ Sensing
➢ **Attentive (page 418)**

Question No: 87
User personas that are not primary or secondary are _____ personas.
➢ Served
➢ Negative
➢ Customer
➢ **Supplemental (page 196)**

Question No: 88
Which of the following is the comparison of what happened in the world with what we wanted to happen?
➢ Action
➢ **Evaluation (page 99)**
➢ Execution

➢ None of these

Question No: 89

The size and shape of a compact disk, is a type of _____ constraint.

➢ **Physical (page 106)**
➢ Logical
➢ Cultural
➢ None of these

Question No: 90

_____ research can tell you about what, how, many and why in rich, multivariate detail.

➢ Quantitative
➢ **Qualitative (page 166)**
➢ SME
➢ None of these

Question No: 91

_____ 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

Question No: 92

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 No: 93

_____ 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

Question No: 94

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

➢ **Repeat (page 229)**

➢ Infrequent
➢ Nonuser
➢ None of the given

Question No: 95

Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation.

➢ **Formative (page 258)**
➢ Summative
➢ Relative
➢ None of the given

Question No: 96

_____ 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

Question No: 97

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

Question No: 98

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

➢ Three-dimensional
➢ **WIMP (page 129)**
➢ Point and click
➢ None of these

Question No: 99

Using icons on the desktop to represent operations is a type of _____constraint.

➢ Physical
➢ Logical

➢ **Cultural (page 106)**
➢ None of these

Question No: 100

_____ 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 No: 101

_____ minimizes errors.

➢ Affordance
➢ **Visibility (page 104)**
➢ Constraints
➢ None of these

Question No: 102

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

➢ Pitch
➢ **Loudness (page 70)**
➢ Timber
➢ None of these

Question No: 103

_____ 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

Question No: 104

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

Question No: 105

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.
- ➢ Button
- ➢ Pointer
- ➢ **Palette (page 133)**
- ➢ Title bar

Question No: 106

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

Question No: 107

During _____ phase, usage and workflow patterns discovered through _____.
- ➢ **Modeling, analysis (page 159)**
- ➢ Analysis, modeling

- ➢ Testing, modeling
- ➢ Testing, Analysis

Question No: 108

The Usability Engineering lifecycle was proposed by _____.
- ➢ **Deborah Mayhew (page 153)**
- ➢ Webster
- ➢ Barry Boehm
- ➢ Hartson

Question No: 109

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

Question No: 110

Models are used in design to

➢ Generate the design
➢ Evaluate the design
➢ **Generate and evaluate the design (page 185)**
➢ None of the given

Question No: 111

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 \

Question No: 112

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 (page 54)**

Question No: 113

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

Question No: 115

Currently many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

➢ Three-dimensional
➢ **WIMP (page 129)**
➢ Point and click
➢ None of these

Question No: 116

Using icons on the desktop to represent operations is a type of _____ constraint.

- ➢ Physical
- ➢ Logical
- ➢ **Cultural (page 106)**
- ➢ None of these

Question No: 117

_____ 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 No: 118

_____ minimizes errors.

- ➢ Affordance
- ➢ **Visibility (page 104)**
- ➢ Constraints
- ➢ None of these

Question No: 119

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ➢ Pitch
- ➢ **Loudness (page 70)**
- ➢ Timber
- ➢ None of these

Question No: 120

_____ 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

Question No: 121

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

Question No: 122

A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

➢ Button
➢ Pointer
➢ **Palette (page 133)**
➢ Title bar

Question No: 123

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

Question No: 124

During _____ phase, usage and workflow patterns discovered through _____.

➢ **Modeling, analysis (page 159)**
➢ Analysis, modeling
➢ Testing, modeling
➢ Testing, Analysis

Question No: 125

The Usability Engineering lifecycle was proposed by _____.

- ➤ **Deborah Mayhew (page 153)**
- ➤ Webster
- ➤ Barry Boehm
- ➤ Hartson

Question No: 126

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

Question No: 127

Models are used in design to

- ➤ Generate the design
- ➤ Evaluate the design
- ➤ **Generate and evaluate the design (page 185)**
- ➤ None of the given

Question No: 128

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

Question No: 129

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 (page 54)**

Question No: 130

_____ 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)**

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- ➢ Constraint
- ➢ None of these

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Question No: 131
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

Question No: 132
You can load a VCR tape the right way because of _____.
- ➢ **Physical constraints (page 106)**
- ➢ Logical constraints
- ➢ Cultural constraints
- ➢ None of these

Question No: 133
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 these

Question No: 134
_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.
A. Efficient. B. Strategic. C. Tactical. D. Reliable.
Select correct option:
- ➢ Only A
- ➢ **Only C (page 143)**
- ➢ A and C
- ➢ B and D

Question No: 135
"Mistakes" and "Slips" are two forms of:
- ➢ **Errors (page 100)**
- ➢ Goals
- ➢ Evaluation
- ➢ Objectives

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Question No: 136

Ergonomics is also called_____.

➢ Assembly
➢ **Human Factors (page 43)**
➢ Both
➢ None of the Given

Question No: 138

User and system has its own unique language, the language used by the system is called_____

➢ **Core (page 123)**
➢ Task
➢ Both
➢ None of the above

Question No: 139

Choice of operations and services are offered on the screen through_____

➢ Pointers
➢ Toolbars
➢ **Menus (page 131)**
➢ None of the given

Question No: 140

You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a
vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

➢ E and 4
➢ E and 7
➢ **E, 4 and 7**
➢ 4, E, 7 and K

Question No: 141

Which of the following is true regarding "Visibility"?

The more visible functions are, the more likely users will be able to know what to do next. (page 104)

The more visible functions are, the less likely users will be able to know what to do next.

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Functions visibility and user knowing of what to do next, are not related to each other

None of the given

Question No: 142 (Marks: 1) - Please choose one
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 No: 143
Certain factors that help us to interact with graphical based systems is_____ .
➢ Indirect manipulation
➢ **Direct manipulation (page 36,137)**
➢ Both
➢ None of the given

Question No: 144 (Marks: 1) - Please choose one
Which interface system is based on the question/answer dialogue?
➢ Command Line Interfaces
➢ **Query interfaces (page 128)**
➢ Menus
➢ Natural Language Interfaces

Question No: 145 (Marks: 1) - Please choose one
Taking some real world concept to perform different tasks that represent some idea, inside the
computer is type of_____ .
➢ **Direct Manipulation (page 125,137)**
➢ Desktop metaphors
➢ Central processing unit
➢ None of the given

Question No: 146 (Marks: 1) - Please choose one
Example of form fill interface is_____.
➢ A dialog box
➢ Pop up menus
➢ **Data entry form on some university web**
➢ All of the given

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Question No: 147 (Marks: 1) - Please choose one

Building things from user's perspective is called _____.

➢ Functionality
➢ **Usability (page 31)**
➢ Portability
➢ None of the given

Question No: 148

A small picture that is used to represent a closed window is said to be a/an:

➢ Menu
➢ Toolbar
➢ status bar
➢ **icon (page 131)**

Question No: 149

Form-filling interfaces are used for:

➢ **Data entry (page 128)**
➢ Data integration
➢ Data manipulation
➢ Data definition

Question No: 150

_____ is an early release of a product to a few users.

Surveys
Beta test (page 271)
Focus

Question No: 151

_____ has a goal of assessing whether the product works according to its specifications.

Trunk Test
Quality assurance (page 270)

Question No: 152

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 (page 276)
Trunk test

Question No: 153

What site is this", Statement represents_____.

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Folder
Scroll bar

Question No: 154

In DECIDE frame work _____ comes just after choosing the evaluation paradigm and
techniques.

➢ **Deciding about ethical issues (page 265)**
➢ Exploring the questions

➢ Identifying the practical issues
➢ None of the given

Question No: 155

Formal methods are used to represent:

➢ Architectural aspects of software systems only
➢ Procedural aspects of software systems only
➢ **Both architectural and procedural aspects of software systems (page 21)**
➢ None of the given

Question No: 156

The colors, which are directly opposite to each other are said to be:

➢ **Complementary colors (page 64)**
➢ Analogous colors
➢ Primary colors
➢ Secondary colors

Question No: 157

Which of the following is true about Short-Term memory?

➢ **Short-term memory has a limited capacity. (page 80)**
➢ Short-term memory has an unlimited capacity.
➢ Short-term memory has no capacity.
➢ Short-term memory has large but limited capacity.

Question No: 158

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 (page 30)**
➢ To improve effectiveness of the systems

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Question No: 159

According to Juran, the fitness for purpose or use, is said to be
- ➢ Usability
- ➢ Efficiency
- ➢ Reliability
- ➢ **Quality (page 39)**

Question No: 160

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

Question No: 161

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 No: 162

Which of the following is considered as the most complex species?
- ➢ **Humans (page 18)**
- ➢ Computers
- ➢ Animals
- ➢ Birds

Question No: 163

Which of the following is the statement given by "Novatech" as a result of a survey on the
embarrassing experiences of computers?
- ➢ One in every four computers has been physically attacked by its owner
- ➢ Every computer can be saved from any type of physical attacks
- ➢ Every computer is attacked physically one in its life time
- ➢ **One in every four computers has been physically attacked by some outside source (page 24)**

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Question No: 164

Which of the following is/are goal(s) of usability?

➢ Effectiveness
➢ Efficiency
➢ Safety
➢ **All of the given (page 31)**

Question No: 165

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

Question No: 166

What are the three types of reasoning?

➢ **Deductive, Productive and Inductive (page 89)**
➢ Adductive, Inductive and Deductive
➢ Inductive, Adductive and Reproductive
➢ Productive, Reproductive and Deductive

Question No: 167

_____ 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

Question No: 168

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

➢ **Quality (page 40)**
➢ Effectiveness
➢ Standard
➢ Quantity

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