1： Which model depicts the profile of the end users of a computer system?

 A) design model

 B) implementation model

 C) user model

 D) user's model

2： It is sometimes possible that the interface designer is constrained by environmental factors that mitigate against ease of use for many users.

 A) True

 B) False

3： Which of the following interface design principles reduces the user's memory load?

 A) define intuitive shortcuts

 B) disclose information in a progressive fashion

 C) establish meaningful defaults

 D) provide an on-line tutorial

 E) answers a, b and c

4： The reason for reducing the user\'s memory load is make his or her interaction with the computer quicker to complete.

 A) True

 B) False

5： Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer?

 A) allow interaction to interruptible

 B) allow interaction to be undoable

 C) hide technical internals from casual users

 D) only provide one defined method for accomplishing a task

6： Usability questionnaires are most meaningful to the interface designers when completed by

 A) customers

 B) experienced programmers

 C) product users

 D) project managers

7： Add-on help facilities are almost always better received by users than integrated help facilities.

 A) True

 B) False

8： If past interactive models have created certain user expectations it is not generally good to make changes to the model.

 A) True

 B) False

9： One means of defining user interface objects and actions is to conduct a grammatical parse of the user scenario.

 A) True

 B) False

10： Several usability measures can be collected while observing users interacting with a

computer system including

A) down time for the application

B) number of user errors

C) software reliability

D) time spent looking at help materials

E) both b and d

11： Object-oriented analysis techniques can be used to identify and refine user task objects and actions without any need to refer to the user voice.

A) True

B) False

12： Which of the following interface design principles reduces the user's memory load?

A) define intuitive shortcuts

B) disclose information in a progressive fashion

C) establish meaningful defaults

D) provide an on-line tutorial

E) answers a, b and c

13： The reason for reducing the user\'s memory load is make his or her interaction with the computer quicker to complete.

A) True

B) False

14： User interface development systems typically provide several mechanisms for building interface prototypes including

A) code generation

B) drawing tools

C) input validation

D) windows handlers

E) both c and d

15： Interface consistency implies that

A) each application should have its own distinctive look and feel

B) input mechanisms remain the same throughout the application

C) navigational methods are context sensitive

D) visual information is organized according to a design standard

E) both b and d

16： Which approach(es) to user task analysis can be useful in user interface design?

A) have users indicate their preferences on questionnaires

B) rely on the judgement of experienced programmers

C) study existing computer-based solutions

D) observe users performing tasks manually

E) both c and d

17： The computer\'s display capabilities are the primary determinant of the order in which user interface design activities are completed.

A) True

B) False

18： Which model depicts the look and feel of the user interface along with all supporting

information?

 A) Implementation model

 B) user model

 C) user's model

 D) system perception

19： Which of these framework activities is not normally associated with the user interface design processes?

 A) cost estimation

 B) interface construction

 C) interface validation

 D) user and task analysis

20： Interface design patterns typically include a complete component-level design (design classes, attributes, operations, and interfaces).

 A) True

 B) False

21： Which model depicts the image of a system that an end user creates in his or her head?

 A) design model

 B) user model

 C) system model

 D) system perception

22： Several common design issues surface for almost every user interface including

 A) adaptive user profiles

 B) error handling resolution of graphics

 C) displays system

 D) response time

 E) both b and d

二、主观题

23： List four interface design issues present in the development of most user interfaces.

24： List three principles that should be applied when building any user interface.

25： What elements of a user interface design can be evaluated without building a working computer prototype?

26： What framework activities are completed when following an evolutionary (or spiral) user interface development process?