一、客观题

1： Content objects have both information attributes defined during analysis and implementation specific attributes specified during design.

 A) True

 B) False

2： Content architecture and WebApp architecture are pretty much the same thing for many WebApps?

 A) True

 B) False

3： Component level design for WebApps is very similar to component level design for other software delivery environments.

 A) True

 B) False

4： Content design is conducted by

 A) Copywriters and graphic designer

 B) Web engineers

 C) both a and b

 D) none of the above

5： UML does not have any representation schemas that are useful in building WebApp design models.

 A) True

 B) False

6： Screen layout design has several widely accepted standards based on human factors research.

 A) True

 B) False

7： Which of the following is a navigation pattern used during web-based design?

 A) cycle

 B) counterpoint

 C) sieve

 D) all of the above

8： Graphic design considers every aspect of the look and feel of a WebApp.

 A) True

 B) False

9： Which of these are WebApp interaction mechanisms?

 A) Graphic icons

 B) Graphic images

 C) Navigation menus

 D) All of the above

10： Which of the following is not one of the content architectural structures used by web engineers?

 A) linear

 B) grid

 C) hierarchical

D) parallel

11: Which of these is not one of the design activities associated with object-oriented hypermedia design?

 A) abstract interface design

 B) conceptual design

 C) content design

 D) navigational design

12: Which of the following are not part of the design pyramid for WebE design?

 A) Architectural design

 B) Business case design

 C) Content design

 D) Navigation design

13: To allow the user to feel in control of a WebApp, it is a good idea to mix both horizontal and vertical navigation mechanisms on the same page.

 A) True

 B) False

14: MVC is a three layer architecture that contains a

 A) machine, view, content objects

 B) model, view, and content objects

 C) model, view, and controller

 D) machine, view, controller

15: Which of the following are design goals for every WebApp?

 A) Simplicity

 B) Consistency

 C) Navigability

 D) Visual appeal

 E) all of the above

16: Web navigational design involves creating a semantic navigational unit for each goal associated with each defined user role.

 A) True

 B) False

17: Most WebApps can be easily characterized by judicious use of widely recognized suites of software metrics?

 A) True

 B) False

18: Content objects are not normally chunked into Web pages until the implementation activities begin.

 A) True

 B) False

19: With WebApps content is everything, a poorly defined user interface will be quickly overlooked by frequent users.

 A) True

 B) False

20: Which of the following is not one of the browsing primitives normally found in WebApp

interfaces.

A) Conditional browsing

B) Nested browsing

C) Recursive browsing

D) Sequential browsing

21： Every WebApp user interface should be easy to use, easy to navigate, error-free and functional.

A) True

B) False

22： Which of the following characteristics should not be used to assess the quality of a WebApp?

A) aesthetics

B) reliability

C) maintainability

D) usability

二、主观题

23： What are the primary design objectives of a WebApp interface?

24： List four content architectures find in WebApps?

25： What are the major attributes should be used to assess the quality of a WebApp?

26： What are the 6 activities in the Web engineering design pyramid?