# 1.**What are the interaction design basics**

* 1. Scenarios
  2. navigation design
  3. User
  4. All the above

**Ans.**

| 2. **In a heuristic evaluation ……………………**   * 1. group of usability expert judges an interface with a detailed checklist of guidelines   2. a group of test users conducts a formal experiment   3. a group of psychologists administers questionnaire   4. a group of usability experts reviews a user interface according to a small set of general principles   **Ans.**  3.**Goals of usability testing:**   1. Performance 2. Accuracy 3. Recall -- How much does the person remember afterwards or after periods of non-use? 4. All of above   **Ans.**  4. **Think about why you will be doing a usability test:**   1. How do people interact with the system you are testing? 2. What is difficult or easy for people to do? 3. What makes sense about it? What is exciting about it? 4. What changes would users like to see? 5. All of above   **Ans.**  5.**Visual hierarchy refers to the visual organization of page elements so that the user can easily perceive:**   1. The breadth of the content and controls available on the page 2. Whatever elements they are interested in first 3. Differences in all the elements on the screen 4. Which elements are related and their relative importance   **Ans.**  6. **What is a disadvantage of vertical navigation?**   1. Can accommodate only a small number of categories 2. Offers no room for growth 3. Is unfamiliar to users 4. Requires more space   **Ans.**  7.**Which of the following css property is used to define a delay before an animation starts?**   1. delay 2. Transition-delay 3. Transform-delay 4. none of the mentioned   **Ans.**  8. **Which of the following css property is used to define a delay before an animation starts?**   1. transform-delay 2. delay-function 3. delay-animation 4. animation-delay   **Ans.** |  |
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| 9.**Which of the following css property is used to indicate if an animation plays in reverse or repeats itself every other iteration?**   1. Animation-iteration 2. Animation-check 3. Animation-direction 4. animation-state   **Ans.**  10**.Which of the following represents the x-axis coordinate of the start point of a line?**   1. A - x1 2. B - y1 3. C - x2 4. D - y2   **Ans.**  11. **SVG defines the graphics in \_\_\_\_\_\_\_ format**   1. PHP 2. XML 3. ASP 4. HTML   **Ans.**  12**.Which of the following is used to pass points to draw a polygon?**   1. Points 2. D 3. Path 4. None of the above   **Ans.** |  |
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