


National University of Computer and Emerging Sciences, Lahore Campus

	Course Name:	Human Computer Interaction	Course Code:	CS 422
	Program:	SE (Software Engineering)	Semester:	Fall 2022
	Duration:	20 Minutes	Total Marks:	20
	Paper Date:	11-10-22	Weight	
	Section:	B	Page(s):	3
	Exam Type:	Quiz 3		

Student Name: _____ Roll No. _____

Instruction/Note Solve on question paper, no rough sheets!

Q.1 Write True/False for the following statement. State the correct statement incase of a false statement. (3)

- Radio buttons are a set of mutually exclusive choices

True

- Drop down menus are a type of Contextual menus

False, Drop down menus are a type of menu bar at top of screen (normally), menu drags down

- user interacts with artificial world is indirect manipulation

False, user interacts with artificial world is direct manipulation

Q.2 Circle the correct option. There can be more than one correct choice. (3)

→ Interaction styles are :

- Command line Interference
- point and click
- Computation language
- Three dimensional interface

→ Point and click interface facilitates:

- Minimal typing
- Extensive typing
- Normal typing
- Speed typing

→ fast access to common actions is enabled through:

- Spreadsheets
- Icons
- Toolbars
- None of the above

Q.3 What is the gulf of evaluation? Explain with an example. (2)

Gulf of Evaluation is user's expectation of changed system state is not equal to the actual presentation of this state

Example of a large gulf of evaluation : when an application has a spinning wheel to show a "loading" state after the user performs an action. The wheel alone is not enough for the user to interpret the progress that the system is making in response to their action. The gulf can be shortened by having a loading bar instead

(Accepting other correct examples as well)

Q.4 List two advantages of using a glass interface. (2)

- 1.cheaper**
- 2. more flexible,**
- 3.multiple representations,**
- 4. precise values**

Q.5 List down the three menu categories along with a short description of each of their subcategories. (10)

1. Menu Bar at top of screen (normally), menu drags down

- pull-down menu - mouse hold and drag down menu
- drop-down menu - mouse click reveals menu
- fall-down menus - mouse just moves over the bar!

2. Contextual menu appears where you are

- pop-up menus - actions for selected object
- pie menus - arranged in a circle

3.Cascading menus

- hierarchical menu structure
- menu selection opens new menu

4.Keyboard accelerators : key combinations - same effect as menu item

- active when menu open – usually first letter
- active when menu closed – usually Ctrl + letter