

Question bank-UID

Module-1

1. Explain the Importance and Benefits of good user Interface Design. (4M)
Define User Interface. Explain the important benefits of a good design. (8M)
What are the benefits of good design? (3M)
2. Explain the concept of Direct and In-direct manipulation. (8M)
Explain the concept of Direct Manipulation for Graphical Systems. (4M)
3. List and explain the characteristics of graphical user interface. (8M)
Explain in detail the characteristics of GUI. (8M)
Define objects in a graphical system.
Differentiate between application and data orientation. (4M)
4. Compare the characteristics of GUI versus Web design. (8M)
Write at least six differences between GUI and Web interface. (9M)
Write any four differences between GUI and Web Page Design. (4M)
5. Discuss the characteristics of Intranet and Internet and bring out the differences between them. (4M)
6. Discuss the general principles of User Interface Design (any 8). (8M)
Briefly explain the general principles of User – Interface design. (8M)

Module-2

1. List and explain the pitfalls in the development path of the design process. (8M)
2. Briefly explain the five commandments to eliminate the pitfalls in designing the interface. (8M)
List and explain the five commandments in designing for people. (6M)
3. Explain the common usability problems in web-based systems. (6M)
4. Explain the objective criteria for measuring usability. (8M)
5. Describe in detail,
the important human characteristics in User Interface Design (any five). (10M)
“Human are complex organisms with a variety of attributes that have

an important influence on interface and screen design: Justify and explain. (8M)

6. Explain briefly about human interaction speeds. (8M)
7. Explain few significant direct techniques for determining business requirements. (8M)
8. Explain the techniques for determining the user requirements using Indirect methods. (10M)
9. Explain the guidelines for designing conceptual models. (8M)

Module-3

1. Explain and illustrate structure of menus. (8M)
Explain the structure of Menus with illustrations. (6M)
Explain in brief the structure of Menus. (8M)
2. Describe the functions of Menus. (6M)
3. What are the elements of menu contents? Explain. (8M)
List and explain the content of Menus. (8M)
4. Describe at least four guidelines to be followed in phrasing of menus during the development of system menus. (8M)
5. Describe the components of a Web Navigation System with illustrations. (10M)
6. List all kinds of Graphical Menus and explain any one in detail. (10M)
What are the advantages and dis-advantages of Menu bars? (8M)
Write a note on Pop-Up Menus. (8M)

Module-4

1. Explain the components of a window with example. (8M)
What is the importance of windows?
Explain atleast four components of windows. (8M)
Briefly explain the components of a window. (8M)
2. Describe overlapping windows and tiled windows presentation styles with examples. (8M)

3. What are different windows management schemes?

Discuss any two of the schemes. (8M)

Explain Multiple-Document Interface scheme for Window Management. (8M)

4. Briefly explain the general guidelines followed in designing of windows operations. (5M)

5. Write a note on the following:

i) Trackball

ii) Joystick.

(8M)

6. Explain the characteristics of touch Screen and keyboard.

(8M)

7. Describe the guidelines for selecting the proper device-based controls. (8M)

Module-5

1. What are operable controls?

Explain usage of buttons along with their advantages and disadvantages.

(8M)

2. Define Selection Control.

Briefly explain about Radio Buttons

(8M) +2

3. Explain the following text controls:

i) Text-boxes

ii) Captions.

(8M)

4. Explain the following controls with an example for each: (8M)

a. Radio buttons (Q2)

b. Check Boxes

c. Tools Tips

d. Progress indicators

5. Explain Radio Buttons (Q2) and List Boxes selection controls. (8M)

6. Explain Slider and Tree View operable controls. (8M)

7. List and explain any 3 presentation controls. (8M)

8. Explain the purpose of prototypes.

Discuss any two kinds of prototypes with their importance to the system developers.

(8M)

Explain any two types

of testing prototypes used in User Interface Design.

(8M)

9. Briefly explain the different kinds of tests.

(8M)

10. Explain Cognitive Walkthroughs, think aloud Evaluations and Usability tests conducted in user Interface Design.

(8M)

Write a note on think-Aloud-Evaluations and usability test.

(8M)

