

Unit - 1 (Introduction)

① Explain character based system?

② Elaborate GUI.

③ What do you mean by visual programming? What are visual interface components?

④ Explain about Event Driven programming? Explain events in relation to .Net?

⑤ What is essence of user interface design? What are the characteristics of a good UI?

How is 'Graphicalness' different from 'visualness'?
with suitable example.

Unit - 2 (Models of Interface design)

① Explain different Interface design?

→ Conceptual model

→ Implementation model.

→ Manifest model.

② Explain modeling from users point of view.

unit-3 (The form)

① what is term branding in context of UI design.

metaphors are hard to find and they construct our thinking. Justify?

(*) Describe the several interface paradigms in details.

- metaphor
- Idioms and branding
- Affordance

② Describe child forms :

- usage of window space.
- windows pollution.

③ What do you mean by multiplatform development?

what are the points to be remembered for multiplatform development.

④ How is it possible for applications written in various languages to compile and run in a common dot net framework? Explain.

- ⑥ → Development platform
- multiplatform development
- Interoperability.

unit - 4 (user - computer interaction)

- ① mouse :
 - Indirect manipulation
 - Mouse Events
 - Focus and cursor hints.

- ② selection : (Importance)
 - indicating selection
 - insertion and replacement
 - Additives selection
 - Group selection

- ③ what is gizmo? what are the various phases of direct manipulation

Discuss various direct manipulation techniques.

- ④ Gizmo manipulations ?
 - Repositioning
 - Resizing
 - Reshaping
 - visual feedback of manipulation

- ① Drag and Drop
- source and target
 - problems and solutions of drag and drop.
 - Drag and drop mechanism.
 - master and target? How do they work in drag & drop mechanism.

unit-5 (The cast)

- ① Explain menu design issues?
- Drop down menus
 - pop-up menus
 - Hierarchy of Menu. (variations in menu items)
- ② what are menus and its types?
- Standard menus
 - optional menus
 - System menu
 - menu item variation
- ③ what are dialog boxes.
- modal dialog boxes
 - modeless dialog boxes.
- what are different types of dialog boxes.
- problems in Modeless dialog

boxes. → with solutions.

→ suspension of the interaction?

④ Explain Dialog box conventions?

→ caption bar.

→ Attributes,

→ Terminating dialog boxes (issue)

→ Expanding dialog boxes

→ cascading dialog boxes.

⑤ Explain toolbars? Advantages of toolbars over menus.

⑥ Explain momentary and latching buttons?

⑦ How can we customize toolbars?

Difference between drop-down & popup menu.

unit-6 (net programming)

→ language syntax

→ Data types

→ operators

→ conditional statement.

→ control structure.

→ Concepts of OOP.

- ↳ class
- ↳ objects
- ↳ methods
- ↳ properties
- ↳ encapsulation
- ↳ inheritance
- ↳ overloading

② what are validation controls?

③ Explain the use of data grid control with appropriate example.

④ what are different properties of form in .net applications?

⑤ write and explain the properties and methods of list box control.

⑥ menu and view controls

⑦ Data Grid and Repeater Embedding concepts.

⑧ process of Error handling.

⑨ what is debugging and tracing in ASP.NET Application.

⑨ How is Asp.net Application managing State.

⑩ what is master page? How does it change website and theme deploying application.

⑪ Compare between dataset & data reader.

How is Asp.net superior to traditional ASP?

Short Notes on ADO.net.