Started on	Saturday, 9 October 2021, 4:01 PM
State	Finished
Completed on	Saturday, 9 October 2021, 4:36 PM
Time taken	34 mins 53 secs

Question **1**
Complete
Marked out of 1.00

The stakeholder one who actualy using the system is

- ⦿ a. Primary stakeholder

- ○ b. Secondary Stakeholder

- ○ c. Tertiary stakeholder

- ○ d. Facilitating stakeholder

Question **2**
Complete
Marked out of 1.00

Overlays are

- ⦿ a. pop ups

- ○ b. alert messages

- ○ c. messages

- ○ d. Message box

Question **3**
Complete
Marked out of 1.00

Applications of Secondary Menu is

- ○ a. Yahoo mail

- ○ b. Google map

- ⦿ c. Google search

- ○ d. Google drive

Question **4**

Complete

Marked out of 1.00

Detail Overlay provides

- ⦿ a. additional information
- ◯ b. provides message
- ◯ c. provides link
- ◯ d. provides screeshots

Question **5**

Complete

Marked out of 1.00

The Actor of drag and drop is

- ⦿ a. Cursor
- ◯ b. Pin
- ◯ c. link
- ◯ d. Windows

Question **6**

Complete

Marked out of 1.00

Purpose of Drag and Drop

- ◯ a. Insert the item
- ◯ b. Delete the items
- ⦿ c. Rearranging modules on a page.
- ◯ d. Replace the item

Question **7**

Complete

Marked out of 1.00

Toggle Selection used for

- ◯ a. showing one item
- ◯ b. None of the above
- ⦿ c. showing a list of items on a single page
- ◯ d. showing a list of items on a multiple page

Question 8
Complete
Marked out of 1.00

Example of Hybrid Selection is

○ a. Yahoo! Bookmarks

○ b. Netflix

○ c. None of the above

○ d. Google search

Question 9
Complete
Marked out of 1.00

which of the following is not an audio format

○ a. CV2

○ b. MAD

○ c. MP3

○ d. WAV

Question 10
Complete
Marked out of 1.00

Multi-Level Tools mutton means _____

○ a. Menu+List

○ b. Menu+checkbox

○ c. Menu+button

○ d. None of the mentioned

Question 11
Complete
Marked out of 1.00

Binary Runtime Environment for Wireless (BREW) created by

○ a. Google

○ b. Qualcomm

○ c. None of the mentioned

○ d. Apple

Question 12

Complete

Marked out of 1.00

Linux OS is used in _____mobile phones

- ◉ a. Android
- ○ b. Windows
- ○ c. Motorola
- ○ d. ios

Question 13

Complete

Marked out of 1.00

Cocoa Touch framework used in_____ mobile

- ◉ a. iPhone
- ○ b. Nokia
- ○ c. Motorola
- ○ d. Android

Question 14

Complete

Marked out of 1.00

SMS applications include

- ○ a. They work on any mobile device nearly instantaneously
- ◉ b. All the mentioned
- ○ c. They're useful for sending timely alerts to the user
- ○ d. They can be incorporated into any web or mobile application

Question 15

Complete

Marked out of 1.00

Mobile Websites use the following architecture

- ○ a. Serverless
- ○ b. Client- server
- ◉ c. drill-down
- ○ d. Three-tier

Question 16

Complete

Marked out of 1.00

which of the following is not a mobile widget platforms

○ a. Yahoo! Blueprint

◉ b. S60

○ c. Nokia Web RunTime (WRT)

○ d. Adobe Flash Lite

Question 17

Complete

Marked out of 1.00

The Elements of Mobile Design

◉ a. All the mentioned

○ b. Look and Feel

○ c. Message

○ d. Context

Question 18

Complete

Marked out of 1.00

Layout design for mobile is used for

○ a. navigating to other pages

○ b. how visually represent the content

○ c. reading andinteracting with content

◉ d. All the mentioned

Question 19

Complete

Marked out of 1.00

The most important role of typography in mobile design is

○ a. To provide alert

○ b. To provide excellent messages

○ c. To provide excellent interaction

◉ d. To provide the user with excellent readability

Question **20**

Complete

Marked out of 1.00

Rules of readability in mobile design is

○ a. Use a high-contrast typeface

○ b. Use the right typeface

○ c. Leave space on the right and left of each line

◉ d. All of the mentioned

Question **21**

Complete

Marked out of 1.00

Look and Feel describes in mobile design is

◉ a. I want a clean look and feel

○ b. I want a medium look and feel

○ c. I want a simple look and limited feel

○ d. None of the above

Question **22**

Complete

Marked out of 1.00

Language which is supported by Android for application development?

○ a. PHP

○ b. VB.NET

◉ c. Java

○ d. C++

Question **23**

Complete

Marked out of 1.00

Cocoa Touch API mainly used for the applications in

○ a. None of the above

○ b. Android

○ c. Motorola

◉ d. iPhone

Question 24

Complete

Marked out of 1.00

Which of the following is not a Mobile Design Tools

◉ a. Unity

◯ b. BREW

◯ c. JAVAME

◯ d. FlashLite

Question 25

Complete

Marked out of 1.00

HTML prototyping using the following technologies

◯ a. XHTML

◯ b. CSS

◉ c. All the mentioned

◯ d. Javascript

Question 26

Complete

Marked out of 1.00

Mobile 2.0 using the principle

◯ a. write once, deploy nowhere

◉ b. write once, deploy everywhere

◯ c. None of the mentioned

◯ d. write once, deploy once

Question 27

Complete

Marked out of 1.00

Characteristics of Mobile 2.0 is _____

◯ a. Extensive use of User-Generated Content

◯ b. The social web meets mobility

◉ c. All the mentioned

◯ d. delivering a rich mobile user experience

Question **28**

Complete

Marked out of 1.00

Which of the following is not under 2G standard

○ a. GPRS

○ b. EDGE

○ c. GSM

◉ d. UMTS

Question **29**

Complete

Marked out of 1.00

Paper prototyping helps in mobile design for _____

◉ a. drawings of our interface

○ b. Deploy our design

○ c. Running our design

○ d. Testing our design

Question **30**

Complete

Marked out of 1.00

In Soft systems methodology, the symbol Crossed swords represent

○ a. external influences or observers

○ b. conflicts within the system

◉ c. stakeholder issues

○ d. None of the mentioned

◄ HCI-Unit-IV Notes

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Unit-V PPT ►

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