11/5/21, 12:50 PM Quiz-1: Attempt review

Dashboard / Courses / SCHOOL OF COMPUTING / ODD SEMESTER / 1401 HCI / UNIT-II / Quiz-1	
Started on State Finished  Completed on Time taken Grade  Monday, 16 August 2021, 5:14 PM Finished  Monday, 16 August 2021, 6:10 PM 56 mins 4 secs 28.00 out of 30.00 (93%)	
Question 1 Correct Mark 1.00 out of 1.00	
Human Computer Interaction defines  a. Interface between user and monitor  b. Interface between user and keyboard  c. Interface between user and I/O devices  d. Interface between user and computer	•
Your answer is correct.  The correct answer is: Interface between user and computer	
Question 2 Correct Mark 1.00 out of 1.00	
Usability is concerned with  a. Easy to learn  b. Easy to remember how to use  c. Efficient to use  d. All the mentioned	P
Your answer is correct. The correct answer is: All the mentioned	

The correct answer is:

User can remember 7 or 9 items

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Question 6	
Correct Mark 1.00 out of 1.00	
Gestalt Theory defines	
○ a. Coding	
b. Requirements analysis	
c. Past experience affects individual perception	<b>~</b>
Od. Testing	
Your answer is correct.  The correct answer is:	
Past experience affects individual perception	
Question 7 Incorrect	
Mark 0.00 out of 1.00	
Touchpad is working based on	
a. Speech recognition	
<ul><li>b. Click</li></ul>	×
oc. Strokes	
od. Natural Language processing	
Your answer is incorrect.	
The correct answer is: Strokes	
Question 8 Correct	
Mark 1.00 out of 1.00	
Human interaction channel eye works based on	
a. Reflection of sound	
b. Light reflects from objects	<b>~</b>
oc. Stimulus received via receptors	
od. None of the above	
Your answer is correct.  The correct answer is:	
Light reflects from objects	

Question 9 Correct Mark 1.00 out of 1.00
Verification describes
<ul> <li>a. Designing the right product</li> </ul>
○ b. Designing the product right
c. Designing the wrong product
○ d. None of the mentioned
Your answer is correct.
The correct answer is:  Designing the right product
Question 10
Correct  Mark 1.00 out of 1.00
Throw-away prototype aims
a. Prototype is incremented for final product
<ul><li>b. build the final product, but the actual prototype is discarded.</li></ul>
oc. A new version released for every iteration
○ d. None of the mentioned
Your answer is correct.
The correct answer is:
build the final product, but the actual prototype is discarded.
Question 11
Correct
Mark 1.00 out of 1.00
Design rules mainly covers
○ a. Learnability
○ b. Flexibility
○ c. Robustness
<ul><li>d. All the mentioned</li></ul>
Your answer is correct.  The correct answer is:
All the mentioned

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Correct  Mark 1.00 out of 1.00
Multi-threading allows the user to perform
o a. one tak at a time
○ b. is a idle state
<ul><li>⊚ c. Simultaneously perform more than one task</li></ul>
○ d. None of the above
Your answer is correct.
The correct answer is:
Simultaneously perform more than one task
Question 13
Correct
Mark 1.00 out of 1.00
Ston houses in a
Storyboards is a
○ a. Use case diagram
○ b. Class diagram
<ul><li>⊚ c. Sequence of sketches illustrating a scenario</li></ul>
○ d. System diagram
Your answer is correct.
The correct answer is: Sequence of sketches illustrating a scenario
Question 14
Correct  Mark 1.00 out of 1.00
Golden rule of design is
a. Identify your goal
<ul><li>b. Understand your materials</li></ul>
○ c. Identify the users
od. Identify the developers
Your answer is correct.
The correct answer is: Understand your materials
on a second good motorials

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Question 15	
Correct	
Mark 1.00 out of 1.00	
Ethnography defines the understanding of	
a. The user's culture	
O b. The user's habit	
o. The user's Customs	
o d. All the mentioned	✓
Your answer is correct.	
The correct answer is:	
All the mentioned	
Question 16	
Correct	
Mark 1.00 out of 1.00	
Which interface system is based on the question/answer dialogue?	
which menace system is based on the question, answer dialogue:	
a. Command Line interfaces	
b. Query interfaces	✓
○ c. Menus	

Your answer is correct.

od. atural Language interfaces

The correct answers are: Command Line interfaces,

Query interfaces

Question 17 Correct Mark 1.00 out of 1.00
The term counter refers in HCl is  a. White space between objects  b. Sequence of items  c. Grouping items  d. Decorated text
Your answer is correct. The correct answer is: White space between objects
Question 18 Correct Mark 1.00 out of 1.00
Donald Norman's model concentrates  □ a. Testing  □ b. User's view of the interface  □ c. Requirement  □ d. Analysis
Your answer is correct.  The correct answer is: User's view of the interface
Question 19 Correct Mark 1.00 out of 1.00
Command line interface suitable for  a. Repetitive tasks  b. Expert users than novices  c. Direct access  d. All the mentioned  ✓
Your answer is correct. The correct answer is: All the mentioned

Question 20	
Correct  Mark 1.00 out of 1.00	
Mark 1.00 Out of 1.00	
Menus are	
○ a. Schedule of events	
<ul><li>b. Set of options displayed on the screen</li></ul>	~
○ c. Command line interface	
○ d. Software tools	
Your answer is correct.	
The correct answer is:	
Set of options displayed on the screen	
Question 21	
Correct	
Mark 1.00 out of 1.00	
First principle of HCI is	
· · · · · · · · · · · · · · · · · · ·	
○ b. Design	
c. Usability	_
○ d. Testing	
— u. resung	
Your answer is correct.	
The correct answer is:	
Usability	
Question 22	
Correct	
Mark 1.00 out of 1.00	
According to Ergonomics the controls and displays grouped items according to	
○ a. Functional of use	
○ b. Sequential of use	
○ c. Frequency of use	
<ul><li>d. All the mentioned</li></ul>	<b>~</b>
Your answer is correct.	
The correct answer is:	
All the mentioned	

Question	23
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Tlask Analysis helps us  a. To interact the system  b. To understand what users do  c Send user query  d. Select the right option  Your answer is correct. The correct answer is To understand what users do  Stematio describes in HCl is  a. Possible course of events  b. Story  c. Screenglay  d. Dialog  Your answer is correct. The correct answer is  possible course of events  b. Story  c. Screenglay  d. Dialog  Your answer is correct. The correct answer is  Question 25  Correct Nak-108 put of 1:00  Storyboards is a  a. Use case diagram  b. Class diagram  c. Sequence of sketches illustrating a scenario  d. System diagram  vour answer is correct. The correct answer is  c Sequence of sketches illustrating a scenario	Correct	
a To interact the system	Mark 1.00 out of 1.00	
The correct answer is: To understand what users do  Questien 24 Correct Mark 1.00 aut of 1.00  Scenario describes in HCl is  a. Possible course of events b. Story c. Screenplay d. Dialog  Your answer is correct. The correct answer is: Possible course of events  Questien 25 Correct Mark 1.00 aut of 1.00  Storyboards is a a. Use case diagram b. Class diagram c. Sequence of sketches illustrating a scenario d. System diagram  Your answer is correct. The correct answer is:	<ul> <li>a. To interact the system</li> <li>b. To understand what users do</li> <li>c. Send user query</li> </ul>	<b>~</b>
Correct Mark: 1:00 out of 1:00  Scenario describes in HCl is  a. Possible course of events b. Story c. Screenplay d. Dialog  Your answer is correct. The correct answer is: Possible course of events  Cuestion 25 Correct Mark: 1:00 out of 1:00  Storyboards is a a. Use case diagram b. Class diagram c. Scequence of sketches illustrating a scenario d. System diagram  Vour answer is: Your answer is correct. The correct answer is:	The correct answer is:	
<ul> <li>a. Possible course of events</li> <li>b. Story</li> <li>c. Screenplay</li> <li>d. Dialog</li> </ul> Your answer is correct. The correct answer is: Possible course of events Question 25 Correct Mark 1:00 out of 1:00 Storyboards is a <ul> <li>a. Use case diagram</li> <li>b. Class diagram</li> <li>c. Sequence of sketches illustrating a scenario</li> <li>d. System diagram</li> </ul> Your answer is correct. The correct answer is:	Correct	
<ul> <li>a. Possible course of events</li> <li>b. Story</li> <li>c. Screenplay</li> <li>d. Dialog</li> </ul> Your answer is correct. The correct answer is: Possible course of events Question 25 Correct Mark 1:00 out of 1:00 Storyboards is a <ul> <li>a. Use case diagram</li> <li>b. Class diagram</li> <li>c. Sequence of sketches illustrating a scenario</li> <li>d. System diagram</li> </ul> Your answer is correct. The correct answer is:		
The correct answer is:  Possible course of events  Question 25 Correct Mark 1.00 out of 1.00  Storyboards is a  a. Use case diagram b. Class diagram c. Sequence of sketches illustrating a scenario d. System diagram  Your answer is correct. The correct answer is:	<ul><li>a. Possible course of events</li><li>b. Story</li><li>c. Screenplay</li></ul>	<b>~</b>
Correct  Mark 1.00 out of 1.00  Storyboards is a  a. Use case diagram b. Class diagram c. Sequence of sketches illustrating a scenario d. System diagram  Your answer is correct. The correct answer is:	The correct answer is:	
<ul> <li>a. Use case diagram</li> <li>b. Class diagram</li> <li>c. Sequence of sketches illustrating a scenario</li> <li>d. System diagram</li> </ul> Your answer is correct. The correct answer is:	Correct	
<ul> <li>a. Use case diagram</li> <li>b. Class diagram</li> <li>c. Sequence of sketches illustrating a scenario</li> <li>d. System diagram</li> </ul> Your answer is correct. The correct answer is:	Storyhoards is a	
The correct answer is:	<ul> <li>a. Use case diagram</li> <li>b. Class diagram</li> <li>c. Sequence of sketches illustrating a scenario</li> </ul>	<b>~</b>
	The correct answer is:	

Question 26
Correct  Mark 1.00 out of 1.00
Principles of usability is
<ul> <li>a. Learnability, Flexibility, Robustness</li> </ul>
○ b. Analysis, Design, Coding
oc. Design, Coding, Testing
Od. Coding, Testing, Maintenance
Your answer is correct.
The correct answer is:  Learnability,Flexibility,Robustness
Question 27
Correct Mark 1.00 out of 1.00
Command line interface used for
<ul><li>a. Direct interaction with system</li></ul>
○ b. Indirect interaction with system
○ c. Passive interaction
Od. None of the mentioned
Your answer is correct.
The correct answer is:  Direct interaction with system
Question 28
Correct  Mark 1.00 out of 1.00
WIMP interface refers to
a. Window, Icon, Memory, Printer
<ul><li></li></ul>
o. Window, Interaction, Menu, Position
Od. None of the mentioned
Your answer is correct.  The correct answer is:
Window, Icon , Menu, Pointer

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Jump to...

Correct Mark 1.00 out of 1.00	
Inkjet printer woks based on  a. Line of pins that can strike the ribbon  b. Tiny blobs of ink sent from print head to paper	<b>~</b>
c. Dots of electrostatic charge deposited on drum which is rolled onto paper      d. None of the mentioned	·
Your answer is correct. The correct answer is: Tiny blobs of ink sent from print head to paper	
Question 30 Correct Mark 1.00 out of 1.00	
Reaction time for visual stimulus of human is  a. ~200 ms b. ~ 150 ms c. ~ 700 ms d. ~ 400 ms	<b>~</b>
Your answer is correct. The correct answer is: ~200 ms	
◀ Unit-II Design Rules -Standards-Universal Destgn	

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