1, Which are the three stages of the "Design Life Cycle," in what order are they typically performed?

2, At which of these stages does one Design Life Cycle start?

3, Why an Interface Design Process?

4, What is the reasons for going over budget?

5, Three foundations for designing interfaces?

6, What are the three goals of the Task-Centered Design approach (the approach is systematically used for ..., ..., and ...)?

7, end-user perspective? software perspective?

8, List the four phases of the task-centered design process?

9, how to identify tasks?

10, Name at least two advantages and two disadvantages of participatory design.

11, List four ways of involving the user when employing a user-centered focus to system design.

12, example, advantages, and disadvantages of Low-Fidelity Prototyping.

13, example, advantages, and disadvantages of high-Fidelity Prototyping.

14, 13 DP

15, Explain why it is important to create adaptable interface and to provide shortcuts (at least 3)?

16, Three purpose of visualization?

17, two major components of visualization?

18, 7 Fundamental Interaction methods?

19, 2 Interaction models?

20, What is usability?

21, Which aspects of usability are important (named at least three points)?

22, Briefly describe the "think aloud" technique. And name an advantage and a disadvantage?

23, What is Java Swing?

24, What is AWT?

25, What Is An Event In Swing?