



GLOBAL ACADEMY OF TECHNOLOGY

An Autonomous Institute, Affiliated to VTU Belagavi,

Approved by AICTE, Accredited by NAAC, 'A' Grade,

Ideal Homes Township, Rajarajeshwari Nagar, Bengaluru – 560 098

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Department of Computer Science & Engineering

(Accredited by NBA 2022-2025)



18CS734 USER INTERFACE DESIGN

QUESTION BANK

Module-4

1. Explain different usefulness of windows
2. Discuss different Constraints of Window System Design
3. List and explain components of a Window
4. Explain the following Windows Components
 - i) Frame ii) Title Bar iii) Window Sizing Buttons
5. List and explain different styles of Windows Presentation
6. Discuss the following Windows Presentation Style
 - i) Tiled Windows ii) Overlapping Windows
7. List different types of Windows and explain any four briefly
8. Explain Multiple-Document Interface scheme for Window Management
9. List different Window Management techniques, explain any two
10. Explain MDI with advantages and disadvantages
11. List different Windows operation. Explain briefly
12. Discuss Frames with advantages and disadvantages
13. List different device-based controls
14. Explain description, advantages and disadvantages of the following device-based controls:
Trackball, joystick, Graphic Tablet, Touch Screen, Light Pen, Voice, Mouse, Keyboard

Module-5

1. Explain in detail Buttons operable control
 2. Discuss Text boxes with advantages and disadvantages
 3. Define Selection control. Discuss Radio buttons
 4. List Selection Controls. Discuss each control with proper usage, advantages, disadvantages
(Radio Buttons, Check Boxes, Palettes, List Boxes, List View Controls, Drop-down/Pop-up List Boxes)
 5. List Combination Entry/Selection Controls
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6. Describe Spin Boxes with proper usage, advantages, disadvantages
7. Describe Combo Boxes with proper usage, advantages, disadvantages
8. Define prototyping. Explain Prototype-Oriented Languages and Interactive Paper Prototypes
9. Discuss the following with Purpose, Advantages, Disadvantages - Slider, Tabs, Date-Picker, Tree View, and Scroll Bars
10. Explain Static Text Fields, Group Boxes, ToolTips presentation controls
11. Explain Cognitive Walkthroughs and Think-Aloud Evaluations tests conducted in User Interface Design
12. List Presentation Controls. Discuss any four wrt purpose, proper usage, and guidelines.
13. Discuss the following prototypes: - Hand Sketches and Scenarios, Interactive Paper Prototypes, Programmed Facades, Prototype-Oriented Languages
14. List different kinds of tests.
15. Explain any two following tests
 - Guidelines Review
 - Heuristic Evaluation
 - Cognitive Walkthroughs
 - Think-Aloud Evaluations
 - Usability Test
 - Classic Experiments
 - Focus Groups