

Q.1] Explain web browsers by considering following terms -
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1. Fonts -

Font properties define the font family, boldness, size and the style of a text.

There are two types of font families :

- (i) Generic family - A group of font families with a similar look. eg:- serif.
- (ii) Font family - A specific font family. eg:- Times New Roman.

2. Color Palette -

- (i) Palette can refer to range of colors. A platform used for moving things is a pallette and your preference of flavours in food is your palate.
- (ii) The meaning of word palette has extended beyond actual color to include figurative colors.

3. Color Depth -

- (i) It is also known as bit depth is either the number of bits used to indicate the color of a single pixel, in a bit mapped image or video frame buffer, or the number of bits used for each color component of a single pixel.

4. Resolution -

- (i) Screens are made up of thousands of tiny dots all bunched together called pixels, each one has the ability to change color and when you zoom out all the dots joined together make up an image.
- (ii) Screen resolution is measured on the number

of pixel a screen can display. eg:- 1024×768

5. Layout -

- (i) Fixed layout - In web, fixed layouts are those that use a specific unit of measurement to define web page.
- (ii) Relative layout - It refers to a layout that defines webpage width using some relative unit of measurement. In this case, the content in the page will resize according to the size of browser window.

6. Size -

- (i) For input element the size attribute specifies the visible width, in characters of an `<input>` element.

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7. Orientation -

- (i) Adjusting layout based on orientation, is
- (ii) Screen orientation is handled by CSS and JS.

Q.2] Write down various issues arises in Design, Evaluation & Implementation of Mobile Devices.

→ 1. Issues in design of mobile devices -

- (i) The most important concept is 'context'. The context in which an application is used & the context of how information is input are both key issues, each must be understood before a well crafted design.
- (ii) Context of use - mobile devices are excellent at

connecting users to information. The generative work conducted on mobile devices tends to be tactical in nature & demands a sense of immediacy.

(iii) Context of medium - Interfaces designed for desktop internet browser experience are usually not optimized for mobile internet browser.

2. Issues in evaluation of mobile devices -

(i) There are six challenges in evaluating mobile devices: capturing & analysing learning in context and across contexts, measuring mobile learning processes & outcomes, respecting learner privacy, assessing mobile technology utility & usability, considering the wider organisational & socio-cultural context of learning & accessing informality.

3. Issues in implementation of mobile devices -

(i) Understanding the needs - Gaining an accurate awareness of exactly what are your business needs.

(ii) Managing user preferences - The rapid rise of mobile industry has ushered in an era of user choice that has left it scrambling to keep up.

(iii) Ensuring a consistent end user experience.