**SECTION A**

1. **What is navigation design?**
   * Navigation design is the process of organizing and structuring the navigation elements of a system, application, or website to ensure users can easily find information and move through the interface efficiently.
2. **What is a prototype?**
   * A prototype is a concrete representation of an interactive system. It is a tangible artifact or model that simulates the user interface and functionality for testing and validation purposes​.
3. **What is an interface?**
   * An interface refers to the parts of a computer system that users interact with. It includes elements like buttons, menus, and input fields that facilitate communication between the user and the system​.
4. **Define the goal of HCI.**
   * The goal of HCI is to improve the interaction between users and computers by making systems user-friendly, efficient, safe, and accessible. It aims to enhance usability, effectiveness, and user satisfaction​.
5. **What are the components of HCI?**
   * The key components of HCI include:
     + **Human**: The user interacting with the system.
     + **Computer**: The hardware and software that enable interaction.
     + **Interaction**: The communication process between users and computers​.
6. **What is software engineering?**
   * Software engineering is the structured application of scientific techniques to develop, design, and maintain software systems. It follows systematic processes like the Software Development Life Cycle (SDLC)​.

**SECTION B**

1. **Differentiate between a sketch and a prototype.**
   * A **sketch** is a rough, informal drawing used to explore ideas, while a **prototype** is a more refined, interactive model used for usability testing and evaluation​.
2. **What is software app architecture?**
   * Software application architecture refers to the structured design of software applications, defining how components interact, how data flows, and how the system is structured for performance and scalability​.
3. **What is Model-View-Control (MVC)?**
   * MVC is a software architectural pattern that separates an application into three components:
     + **Model**: Manages the data and business logic.
     + **View**: Displays the data to the user.
     + **Controller**: Handles user input and updates the Model and View accordingly​.

**SECTION C**

1. **What are the advantages of HCI?**
   * Advantages of HCI include:
     + Increased usability and accessibility.
     + Improved productivity and efficiency.
     + Lower development and support costs.
     + Enhanced user satisfaction and engagement​.
2. **Describe the elements of a graphical user interface (GUI).**
   * The elements of a GUI include:
     + **Windows**: Contain content and interactive elements.
     + **Icons**: Represent files, applications, and functions.
     + **Menus**: Provide a list of available commands.
     + **Buttons**: Allow users to trigger actions.
     + **Forms**: Enable data input through text fields, dropdowns, and checkboxes​