GITAM (Deemed to be University)
[CSEN4091]
GST/GSS/GSB/GSHS. Degree Examination

IV Semester

HUMAN COMPUTER INTERACTION
(Effective from the admitted batch 2021–22)

Time: 2 Hours   **Max.Marks: 30**

Instructions: All parts of the unit must be answered in one place only.

Section-A

1. **Answer all Questions:**   **(5×1=5)**

   a)   Name the different types of error.

   b)   What are Story boards?

   c)   List the elements of root definitions (CATWOE).

   d)   Mention two pros and cons of mobile game applications.

   e)   Relate modal and non-modal.

Section-B

Answer the following: **(5×5=25)**

UNIT-I

2. Illustrate the various interaction styles.

OR

3. Explain about the elements of the WIMP interface.

UNIT-II

4. Discuss in detail about the activities in the waterfall model of the software life cycle.

OR

5. Explain QOC in design space analysis.

UNIT-III

6. Demonstrate the different types of stake holders for tourism booking system.

OR

7. Explain the stages involved in CUSTOM methodology analysis.

UNIT-IV

8. Analyze the mobile ecosystem architecture with neat diagram.

OR

9. Compare the wireframes and sitemaps with relevant examples.

UNIT-V

10. Elaborate on the Events and actors during the drag and drop interaction.

OR

11. There are six patterns that define the most common in-page editing techniques. Demonstrate these Guidelines for Choosing Specific Editing Patterns.

[IV S/24]