

[Apr-24]

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

II 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.

[II S/24]