

# CBCS SCHEME

USN

--	--	--	--	--	--	--	--	--	--

18CS734

Seventh Semester B.E. Degree Examination, Jan./Feb. 2023

## User Interface Design

Time: 3 hrs.

Max. Marks: 100

**Note:** Answer any FIVE full questions, choosing ONE full question from each module.

### Module-1

- 1 a. Define User Interface. Discuss the benefit of good design. (10 Marks)  
b. Discuss the characteristics of the Graphical User Interface. (10 Marks)

OR

- 2 a. Compare GUI versus Web Page Design with respect to Devices, Data, Presentation Elements, Navigation, User tasks. (10 Marks)  
b. Discuss the following general principles of user interface  
i) Aesthetically pleasing ii) Compatibility iii) Consistency  
iv) Control v) Simplicity. (10 Marks)

### Module-2

- 3 a. List and explain common usability problems in graphical systems. (10 Marks)  
b. Discuss any five Human characteristics in interface design. (10 Marks)

OR

- 4 a. Explain Indirect methods of requirement determination in Business Function. (10 Marks)  
b. Discuss briefly the guidelines for designing conceptual models. (10 Marks)

### Module-3

- 5 a. List and explain different structures of Menus with suitable diagrams. (12 Marks)  
b. Discuss Functions and content of Menus. (08 Marks)

OR

- 6 a. Explain the purpose, advantages, disadvantages, guidelines to be followed in designing following menu choices. i) Mark Toggles ii) Toggled Menu Items. (08 Marks)  
b. Discuss in detail the following Graphical menus  
i) Pull – Down Menu ii) Cascading Menus iii) Popup Menus. (12 Marks)

### Module-4

- 7 a. List and discuss in different ways, windows are useful. (12 Marks)  
b. Explain filed windows, overlapping windows, and cascading windows their advantages and disadvantages. (08 Marks)

OR

- 8 a. Explain model and modeless and cascading and unfolding windows. (08 Marks)  
b. Explain the following with respect to windows  
i) frame ii) Window sizing Buttons iii) Scroll bars iv) Split box. (08 Marks)  
c. Describe Joystick with advantages and disadvantages. (04 Marks)

### Module-5

- 9 a. Explain different command button guide lines. (12 Marks)  
b. Describe check boxes, list boxes, palettes with advantages and disadvantages. (08 Marks)

OR

- 10 a. List common presentation controls and discuss any four of them. (08 Marks)  
b. Explain the following kinds of tests  
i) Cognitive walk through ii) Think-Aloud Evaluations iii) Usability Test. (12 Marks)