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## Seventh Semester B.E. Degree Examination, June/July 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. Explain its two essential components. (06 Marks)
- b. List and explain the characteristics of GUI. (06 Marks)
- c. Define object in graphical system. Differentiate between application and data orientation. (08 Marks)

OR

- 2 a. Explain the importance and benefits of good design. (07 Marks)
- b. Explain the characteristics of intranet and internet. Also write the differences between them. (08 Marks)
- c. Write any five differences between GUI and Web page design. (05 Marks)

#### Module-2

- 3 a. List and explain the pitfalls in the development path of the design process. (08 Marks)
- b. Describe the characteristics of Human Interface Design. (12 Marks)

OR

- 4 a. Explain common usability problem in Web Based Systems. (10 Marks)
- b. Explain techniques for determining the user requirement using indirect method. (10 Marks)

#### Module-3

- 5 a. Explain and illustrate the structure of menus. (10 Marks)
- b. Describe the components of web navigation systems with illustration. (10 Marks)

OR

- 6 a. Explain various guidelines to be followed in phrasing of menu. (10 Marks)
- b. List all kinds of graphical menus and explain them. (10 Marks)

#### Module-4

- 7 a. What are the importances of windows? Explain. (12 Marks)
- b. Explain any two window management schemes in detail. (08 Marks)

OR

- 8 a. Explain the advantages and disadvantages of frames in web. (10 Marks)
- b. Explain the characteristics of the devices touch screen and keyboard. (10 Marks)



**Module-5**

- 9 a. What are operable controls? Explain the usage of buttons along with their advantages and disadvantages. (10 Marks)
- b. Explain the purpose of prototypes. Discuss any two kinds of prototypes with their importance to the system developers. (10 Marks)

**OR**

- 10 a. Distinguish between the following :  
(i) Radio buttons and Check boxes. (10 Marks)  
(ii) Tool tips and Ballon tips.
- b. Explain Cognitive Walkthroughs and Think Aloud evaluation method to perform test in user interface design. (10 Marks)

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