

CBCS SCHEME

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18CS734

Seventh Semester B.E. Degree Examination, July/August 2022 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. Describe a good design benefits. (06 Marks)
- b. List and discuss any ten advantages of graphical system. (10 Marks)
- c. Explain the concept of direct manipulation for graphical system. (04 Marks)

OR

- 2 a. List and discuss the characteristics of graphical user interface in detail. (10 Marks)
- b. Discuss the general principles of User Interface Design. (10 Marks)

Module-2

- 3 a. Briefly explain the five commandments to eliminate the pitfalls in designing the user interface. (10 Marks)
- b. Describe any five important human characteristics in a user interface design. (10 Marks)

OR

- 4 a. Briefly explain a different human interaction speeds. (06 Marks)
- b. List and explain the psychological characteristics of human consideration in design. (04 Marks)
- c. Explain the different business requirements analysis techniques using direct methods. (10 Marks)

Module-3

- 5 a. Explain the structure of menus briefly. (10 Marks)
- b. List and explain the content of menus in detail. (10 Marks)

OR

- 6 a. Describe the function of menus. (05 Marks)
- b. Draw the menu bar with default functions and explain. (05 Marks)
- c. Draw the structure of pull-down menu and explain with its parameters. (10 Marks)

Module-4

- 7 a. List and explain the components of a window. (10 Marks)
- b. How to organize window presentation styles? Draw the styles and explain. (10 Marks)

OR

- 8 a. Define primary windows and secondary windows. Discuss the different characteristics of primary and secondary windows. (10 Marks)
- b. Discuss the various types of device based controls for inputs. (10 Marks)

Module-5

- 9 a. Explain the following text based controls:
i) Text-box ii) Captions. (10 Marks)
b. Explain the Radio Buttons and list Box selection controls. (10 Marks)
- OR**
- 10 a. Discuss the various types windows test prototypes used in user interface design. (10 Marks)
b. Explain Heuristic evaluation and cognitive walk-through tests conducted in user interface design. (10 Marks)

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