

# System Analysis and Design

## Lecture 6: User Interface Design

1. What does HCI mean?

(Human Computer Interface – Human Computer Interaction – Hardware Computer Interface – Hardware computer Interface)

2. Which one is a type of user in HCI?

(Individual user – Group of users – Sequence of users – All of them)

3. Who performs parts of tasks or processes?

(Group of users – Analysts – Sequence of users – Programmers)

4. Communication between the user and computer is -----.

(Input – Interaction – Manipulation – None of them)

5. ----- : study of the human factors with interaction with machines and systems.

(Ergonomics – Psychology – Sociology – Archeology)

6. ----- is a style of interaction.

(Direct manipulation – Menu selection – Command language – All of them)

7. ----- style may be hard to program.

(Command language – Natural language – **Direct manipulation** – Form filling)

8. ----- style has poor error handling.

(**Command language** – Natural language – Direct manipulation – Form filling)

9. Which one is advantage of direct manipulation style?

(**Encourages exploration** – Simplifies data entry – Requires modest training – None of them)

10. Which one is advantage of Menu selection style?

(Is flexible – **Shorten learning time** – Allow errors to be avoided – None of them)

11. ----- is a type of user profiles.

(Novice users – Knowledgeable intermittent users – Expert frequent users – **All of them**)

12. All of them are menu selection defects except

(May slow frequent users – Consumes screen space – Requires rapid display rates – **May be hard to program**)

13. All of them are advantages of Form Fill-In except

(Simplifies data entry – Consumes screen space – Requires modest training – Gives convenient assistance)

14. .... users seek to get their work done quickly.

(Power – Novice – Network – Intermittent)

15. Limitations of Memory and Processing include.....

(Storage – Graphics – Comp – All of the above)

16. Computer in HCI can include non-computerized. (True – False)

17. Direct interaction involves dialog with feedback and control throughout the performance of tasks. (True – False)

18. Indirect interaction doesn't involve background or batch processing. (True – False)

19. Ideal design of interactive system would have expertise from a range of fields. (True – False)

20. Form filling style is characterized by data entry. (True – False)