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Institute of Information Technology

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HASAN TAHSIN RAFSAN

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ID **232137**

Submitted to

DR. MOHAMMAD SHAHIDUL ISLAM

Professor

Institute of Information Technology

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Q1 Define UID

Ans UID is known as User Interface Design. It addresses the process of designing the visual & interactive elements of computer software or systems to enhance user interaction. It entails constructing interfaces that are easy to use, visually appealing & efficient in assisting users to fulfil their objectives.

Q2 Is UID important? Why?

Ans Yes, UID holds great significance as it has a direct influence on the user experience.
An attractive user interface increases user pleasure & decreases mistakes, which ultimately increases overall usefulness. It is critical in making complicated systems clear & accessible to users, thereby contributing to the sucess & acceptance of software or systems.

Q3 What are the benifits of good design?

Ans Benifits of good designs are:

* Improved usability: A well-designed interface is simple to use & comprehend.

* Increased User Satisfaction: It is more likely to be enjoyed & highly engaged by the users.

* Reduced Learning curve: The systems intuitive design allow users to rapidly comprehend how to utilize it.

* Error Reduction: Simple interface assist to reduce mistakes by users, which increases overall efficiency.

* Brand Perception: Visually pleasant design may influence how a product or system is perceived.

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Q4. Difference between direct & indirect manipulation

Ans Direct manipulation: User interact with graphical items directly. For example; dragging & dropping files or performing touch gestures to a touchscreen.

Indirect manipulation: Users engage with commands or tools that operate on things. For example; selecting a menu choice to cut & paste a text.

Q5 Explain the three types of objects in UID.

Ans The three types of objects in UID are:

(a) Input object: Accept user input
(b) Output object: Display information to the user.
(c) composite object: combine input & output functions.

Q6 List & define the relationship between objects in UID.

Ans Relationship between objects in UID are

* Association: Objects are connected yet distinct.
* Aggregation: When two objects are connected, one of them contains the other one.
* Inheritance: When one object inherits the other one's attributes & behaviours.

Q7 What is Intranet & Extranet?

Ans Intranet: A private network within an organization that uses internet technology to allow employees to share information.

Extranet: An intranet extension that provides restricted access to external parties such as suppliers or clients.

Q8 Define UID & explain its importance

Ans User interface design is the process of building interfaces that are user friendly, visually appealing & efficient. The improving of user interface decreases the mistakes & assuring the success & acceptance of software or systems.

Q9 Discuss in detail the need & essential features of direct manipulation graphical system & its application?

Ans Need for direct manipulation:

* Complexity: Learning & remembering complex commands was difficult, especially for freshers.
* Lack of intuitiveness: The relationship between commands & their effects on the systems was unclear, leading to frequent errors.
* Indirectness: Users felt disconnected from the objects they were manipulating making it hard to understand the full impact of their actions.

Essential features of direct manipulation.

* Object visibility: The objects of the interest are clearly represented on the screen, allowing users to watch & understand them clearly.
* Physical gestures & actions: Users interact with object using physical gestures & actions like clicking, dragging & selecting how they interact with objects in real world.
* Incremental & Reversible Actions: Actions can be performed step by step, allowing users to refine their adjustment & undo mistakes easily.

- Immediate feedback: The system provides immediate visual feedback to the user's actions, confirming their success & enabling further adjustments.

Applications of direct manipulation:
- Desktop operating system
- Graphical editing software
- mobile applications
- educational software
- web browser software etc.

Q10 Elaborate the characterstics & principles of User interface design

Ans User interface design plays a crucial role in shaping user experience & interaction with technology.

Characterstics of User interface design

- Intuitive: The interface should be easy to understand & also use for freshers.
- Efficient: Users should be able to complete their tasks quickly & without unnecessary effort/report
- Accessible: The interface should be able to use by everyone, regardless of their abilities.
- Responsive: The interface should adopt to different devices & screen sizes.

Principles of User interface design

- User centered design: This principle emphasizes designing interfaces based on user needs, performances & mental models.
- Clarity & simplicity: The interface should be clear, concise & free of complexity.

* Accessibility: The interface should be accessable to everyone, including the users with disabilities. This involves the basic accessibility guidelines.

* Error prevention & recovery: The interface should be designed to prevent errors & make it easy for the users to recover from mistakes.

Q11 Give the characteristics of web user interface

Ans The characteristics of web user interface are given

* Accessability: Ensuring the interface is usable by a diverse audience.

* Responsiveness: Interfaces should be adapt different screen sizes & devices.

* Consistency: Maintaining uniform design elements through the website

* Navigation: Intuitive navigation for easy user movement within this site.

* Feedback: Providing immediate responses to user actions.

Q12 Explain the difference between GUI & web interface

Ans

GUI	Web Interface
Visual interface that allows user to interact with software or hardware through graphical elements.	User interface accessible through web browsers, enabling interact with web application
Limited interactivity with local system.	offers interactive experiences with dynamic content, often involving server side processing
Example: Windows applications, desktop software	Example: Websites, web applications, online tools.

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Q13 Give the characteristics of (a) Intranet vs Internet, (b) Printed vs Webpage

Ans (a) Intranet vs Internet

Intranet: A private network used within an organization for internal communication & information sharing.

Internet: A public network that connects websites & information that are available worldwide

(b) Printed vs Webpage

Printed: Layout is fixed. No interconnectivity

Webpage: Adaptable layout, dynamic content, interactive part.

Q14 List common obstacles & pitfalls in interface design.

Ans Common obstacles & pitfalls in interface design are:

* Overcrowded interfaces: Too much information may be uncomfortable for users.
* Design inconsistency: Inconsistency leads to difficulty.
* Difficult navigation: Difficult navigation detracts from the user experience.
* Lack of feedback: Users requires feedback to have successful interactions.
* Ignoring User feedback: Not taking user feedback through design & updates into user accounts.

Q15 Give the five commandments for the people to give a good design

Ans The five commandments are

(a) visibility: make all important information available

(b) feedback: provide detailed feedback on user activities.

(c) constraints: limit alternatives in order to control behaviour of user.

(d) Consistency: maintain consistency among design components.

(e) Affordance: design components should imply their utility

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Q16 Define usability

Ans The degree to which a product may be used by certain users to acomplish specific objectives in an effective, efficient & satisfying manner.

Q17 List down common usability problems.

Ans Common usability problems are given

- Poor Navigation: Challenges navigating the UI.
- Ineffective feedback: Failure to respond of an user activity
- Cluttered Layouts: Overload information
- Complex forms: Input forms that are long or confusing
- Inconsistency: Disparate design aspects that cause confusion

Q18 List the team members of design process

Ans Team members of design process are:

- UI designer: Information architect collects & arranges data
- UX designer: pay attention to the user experience
- Usability Tester: Evaluates the interface's usability

Q19 Difference between the characteristics of novice & experienced user?

Ans Difference between novice & experienced user characteristics:

Novice user	Experienced user
- Require more guidence	- Prefer shortcut & advance features
- Make more errors	- Make fewer errors
- Perform task slowly	- perform task more quickly
- Beginer level	- Advanced level

Q20 Difference between the characteristics of young & old adults

Ans Difference between the young & old adults characteristics are:

Young Adults :

- Typically more tech-savvy
- Adapt quickly to new interface
- prefer modern design

Older Adults :

- Lower familiarity with technology
- Benifit from larger fonts & simple interface
- May prefer more straight forward navigation

Q21 List out various average human interaction speed

Ans Various average human interaction speed are

- Typing : 40 to 60 words per minute.
- Reading : 160 to 280 words per minute (between 200-300)
- Mouse interaction : inconsistent, but the typical mouse movement speed is about 7 to 10 inchs per second.

Q22 List down the general steps to be performed during business analysis.

Ans The general steps during business analysis are

- Understanding the business : Familiar with the organizational objectives, procedures & stakeholders.
- Gathering & documenting requirements : collect & document the functional & non-functional requirements.
- Analyzing data : Examine collected data to detect pattern and trend.
- Interaction with stakeholders : Maintain regular contact to ensure that the demands of the business are met.
- Modelling & designing : Create models & designs based on the needs received.

Q23 Difference between direct & indirect method

Ans

Direct method	Indirect method
Involves explicit & straight forward action or communication	Involves a more suitable or implicit approach to convey information
Communication style clear	Communication style nuanced
Express the message directly	Express the message indirectly

Q24 Define metaphor

Ans Metaphor in UI design is the use of familiar concept or things to convey unknown or abstract ideas. A desktop metaphor on a computer interface. For example: when a files & folders resemble their real world equivalent.

Q25 Give the values of design & standard

Ans The values of design & standards are:

Design: Design values include aesthetics, usability, accessibility, innovation & user happiness.

Standards: Standards are guidelines & standards that assure consistency, compatibility & quality in design.

Q26 List the features of graphical menu.

Ans Features of graphical menu are:

- Icons: Icons are the graphical representations of functions or processes
- Text labels: Descriptive menu option labels.
- Hierarchy: Systematic arrangement of menu items
- Visual feedback: Indication of chosen or active menu items by visual feedback

Q27 Explain the importance of usability with its measures.

Ans The importance of usability with its measures are

* Enhanced user experience: Usability metrics help to provide a great & engaging user experience. A simple to use & navigate system promotes pleasure & engagement

* Increased efficiency. Usable interfaces allow users to complete tasks more quickly & spend less time finding how to utilize the system. The efficiency is critical in high productivity.

* Reduce learning curve: Users who utilize the system with great usability need less training to become competent.

* Error reduction: Usability metrics assist in identifying & eliminating possible sources of confusion in the user interface

Q28 What are the obstacles encountered in user interface design process? Discuss the impact of human characteristics in design with suitable example.

Ans obstacles in user interface design process

- Lack of user involvement
- Infrastructure understanding of user context.
- Weak user response
- Appearance placed above functionality
- Technological constraints.
- Rapid technological advancements
- Cultural & accessibility consideration.

Impact on user interface design by human characteristics.

- Cognitive load
- Information processing
- Interaction design
- Perceptual ability
- visual design
- Emotional response
- Individual difference in learning styles.

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Q29 Are human consideration in design is important? Justify.

Ans Human factors are important because they guarantee that interfaces are created with user's choice, skills & limit in mind. Neglecting human aspects may result in poor accessibility & unhappiness.

Q30 Write a detailed note on requirement analysis with regard to user interface

Ans This is done in UI design by determining & documenting user demands & system requirements. It entails acquiring information via interviews, questionnaries & examination of current process. The objective is get a through knowledge of user's expectations, which will serve as the foundation for building a user-friendly interface. This method aides in the defination of features, functionality & design components that are in line with the customer needs & business objectives.

Q31 Are guidelines & standard important to good design? Explain

Ans Guidelines & standards are essential for successful design because they create a set of principles & regulation. They gurantee that diverse goods or technologies are consistent, usable & interoperable. Following standards assists designers in creating intuitive, user friendly designs that adhere to industry standards of design

Q32 Explain why human characterstics are considered in screen design.

Ans The ability to think, visual perception & motor capabilities are all factors that determine how people engage with the screen.

When these aspects are considered in screen design, interfaces can be customized to the user's skills & preferences, resulting in increased usability, user happiness & a better user experience.

Q33 Discuss in detail about structure & functions of menu with suitable illustrations.

Ans Structures: Menus are often made up of elements that are organized logically. A dropdown menu on a website for example may include major categories & sub-categories.

Functions: Menus serve as a navigational framework for users to access various features or path of an app. They may be used as dropdown, content or sidebar. The main functionality of these each menu element is known as the function.

Q34 Explain about content & types of menus.

Ans Menus include objects that indicate actions, alternatives or connections.

Types of menus:

* Structure: often madeup with the elements that are organized in order.
* Dropdown: When a user clicks/hovers over a specific location, a dropdown menu appears.
* Content: When right click on a item it will display
* Toolbar: collection of icons or buttons that indicate activities.
* Hamburger: A collapsible menu that is often used in mobile devices.

Q35 What are selection controls? List them

Ans Selection controls are user interface components that enable users to choose one or more alternatives. Some selection controls are given:

* Checkboxes: Allow for numerous choice
* Radio Buttons: Allow just one option using radio buttons.
* Dropdowns: Display a list of selection possibilities.
* Toogle Switches: Enable users to toogle between two states.

Q36 Define window & give in characteristic features.

Ans A visual area on a screen containing information or representing an application or document. Its characteristic features are:

- It displays the title of window
- Control window size & closure.
- Contains menus for accessing application functions.
- Displays the main information or application content.

Q37 Give the features of operable controls

Ans Operable controls are the elements that user interact with to perform. The features of operable controls are:

* Users may interact with the control by clicking on it
* Controls behave consistently throughout the UI.
* When interacting with deliver visual or aural feedback.
* Controls allow people to do things quickly & simply.

Q38 What are mutually & non-exclusive choice controls?

Ans Mutually exclusive: Users may only pick one options from various. For example: Radio Buttons.

Non exclusive: Users may pick numerous items at the same time. For example: checkboxes.

Q39 What are the characteristic features of a window?

Ans The characteristic features of a window are:

- Title Bar
- Minimize, Maximize/Restore, Close Button
- Content Area
- Resize Border Area
- Menu Bar

Q40 What type of applications utilize textboxes? Give example.

Ans Textboxes are used in applications where users must enter or update textual data. The type of applications are

- Word processors: Use to create or modify text documents.
- Search Bars: Use for search keywords into search bars.
- Web forms: Use to input information into online form.

Q41 List some of the methods available to create text-based web user interface.

Ans Some of the methods available to create text based web UI are:

- HTML & CSS: Use for structuring & styling content
- JavaScript: Use for adding interactivity
- Server side Scripting: Use for processing & generating text content dynamically.

Q42 Give some examples of device-based controls

Ans Examples of device-based controls are:

- Touchscreen gestures
- Voice commands
- Accelerometer-based controls
- Gyroscope controls.

Q43 List the different presentation styles.

Ans Different presentation styles are:

* Single page
* Card-based layouts
* Grid layout
* Tabbed interface

Q44 Give the situations to use checkbox, radio button & checkbox

Ans The situation to use the above three are given:

(A) Checkbox: When users may independently pick numerous alternatives

(B) Radio button: When consumers must choose just one choice from a list, then they utilize a radio button.

(C) Check box: When a binary option (i.e. checked or unchecked) is suitable, use a tick on the box.

Q45 List the characteristics of device-based controls.

Ans The characteristics of device based controls are:

* Touch sensitivity
* Motion sensing
* Voice Recognition
* Feedback mechanism.

Q46 What are the two types & forms of text boxes?

Ans Two types of text boxes:

(a) Single Line text box: For short, single line input

(b) Multi-line text box: For large, multi line based input. Example: text area in HTML.

Two form of text boxes:

(a) Input Forms: Capture the user input

(b) Search Forms: Allow users to enter search queries.

Q47 What is combinational selection/entry control. Give its usage.

Ans combinational selection/entry control allows users to pick from preset choices or enter new input by combining selection & entry capabilities. The usage of this type of selection is allows users to choose from the preset or insert new text into the selection field.

Q48 What is the difference between tooltip & ballon tip?

Ans Tooltip: When user hover over on something for a little, informative pop-up boxes emarges. Which reveal further information about that topic. Example: In wikipedia hyperlink text elements. or browser tab hover.

Ballon tip: It is similar to tooltip. But usually bigger or more visible offering more specific information Example: In some web browser mode tab shows thumbnail view, that is the example of ballon tip.

Q49 Mention the parts of slider bare & give its usage.

Ans Parts of Slider bars are given:

* Thumb
* Track
* Ticks

Usage of Slider bar: It allows user to select a value within a specifical range by dragging the thumb.

Q50 State the need for device based & screens based control & explain the characterstics of them.

Ans Device based controls: It needs tailored for specific devices like touchscreen. The main characterstics are responsive, gesture based

Screen based control: It is applicable to a variety of screens & input devices. The main characteristics are to focus on universal usability, adaptable different resolutions & input methods.

Q51 Discuss ~~in~~ detail about components & presentation styles of windows with suitable illustrations.

Ans components of windows:

* Title bar
* Menu bar
* Minimize, Maximize/Restore, Close button
* Content Area
* Status bar

Presentation styles of windows:

* windows may be layered or organized overlappingly
* windows are placed in a grid like pattern with no-overlap

Q52 Explain how screen based controls are used in web interface with appropiate illustrations.

Ans In web interface, screen based controls are items that users interact with on the screen. Example

* Buttons: Clickable elements triggering actions
* Dropdowns: List of options for selection.

Q53 Explain window management & give its operations

Ans Window management or administration involves controlling the look & behaviour of programme windows.

Operations

- Opening windows
- Closing windows
- Moving windows
- Resizing windows

Q54 Discuss the detail about selection, custom & presentation control

Ans Selection controls: Allow users to choose choice. For example; Radio buttons, checkboxes.

Custom controls: Controls that are tailored or specialized for particular uses.

Presentation Controls: Information display elements such as text boxes, labels & graphics.

Q55 Explain how to select a proper screen based control with illustrations.

Ans proper selection of screen based controls are
* considering the task
* User experience
* maintain consistency

For identifying the characteristics & capabilities on various screen control includes

Buttons and Control Field
- Text entry / Read only controls
- Selection controls
- combination entry control
- specialized control
- web control
- presentation control
- custom control

* Text Entry : Text box (single / multi line)
* Selection control: Radio button, checkbox, List box, drop down, pattlets, pop-up
* Combinational entry: Spin box, dropdown combination, pop up combination, Attached combination combo box
* Presentation control: Static text field, sample box, Tooltip, ballontip, coloumn heading, progress indicator
* Other specialized/custom control: Slider, date picker, tree view, scroll bar, media controls.

Q56 Explain how to select a proper device based control with suitable illustrations.

Ans Selecting a proper device based control are:

- Select controls that make use of the device capabilities
- prioritize controls that improve the overall user experience on the individual device.
- check that the controls on the selected device are easily accessible.

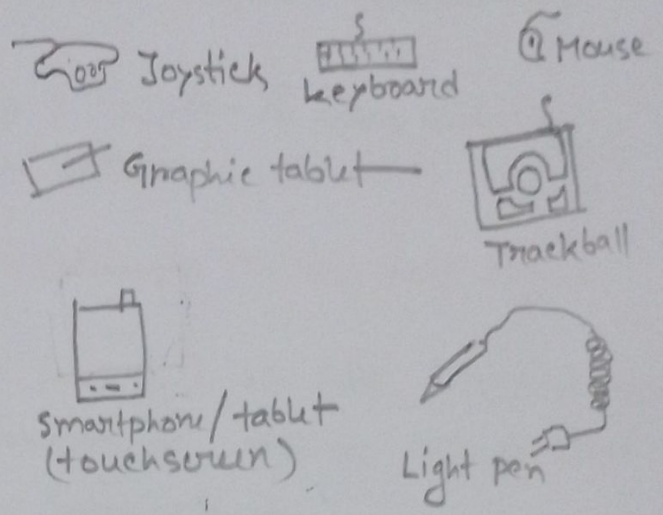
Input device

- Trackball
- Joystick
- Mouse
- keyboard
- graphics tablet

} indirect device

- voice
- Touch screen
- Light pen

} direct device



Q57 What is punctuation & hyperation of words?

Ans Punctuation: It involves the use of symbols to clarify meaning & structure in written language.

Hyphenation: It mainly use the hyphens to join words parts of words, often used to break a word at the end of a time.

Q58 What is a message? Explain its different types?

Ans Message is an information sent to the user via a user interface. Types of different messages are:

- Error message
- Confirmation message
- Instructional message.

Q59 List down the response time limit of web & GUI.

Ans Web: Aim for a response time of 2 seconds or less

GUI: The optional reaction time for a GUI is generally less than 100 milliseconds.

Q60 List out & define two types of errors.

Ans Two types of errors are given:

(a) System errors: Result from technical loses in the software.

(b) User errors: occurs as a result of user errors while dealing with the system.

Q61 List some methods available to create text based web user interface

Ans Methods to create text based web user interface are.

* HTML & CSS: For structuring & styling text content
* JavaScript: For adding interactivity
* Server-side scripting: For processing & gathering text content dynamically.

Q62 State the need for icon in user interface.

Ans Icon in a user interface depict actions, objects or concepts. They enhance usability by allowing for instant identification, assisting with navigation. & minimizing dependence on text. Icons assist consumers in quickly understand function.

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Q63 What is reference help?

Ans Reference help provides users with information or documentation that maybe used as a reference to understand systems features, operations or procedures. It is often more comprehensive than contextual assistance & is intended for users to reference as required.

Q64 What is internalization & What is localization?

Ans Internalization: The process of creating & preparing for translation into several languages & locations without modifying the original code.

Localization: The process of modifying software for a give country or locality, including text translation, cultural adjustments & assuming conformity with local customers.

Q65 When do you have to do localization?

Ans When a software product or website is designed for usage in a certain geographic location or cultural environment, it is often localized. It assures that the user interface, content & user experience are tailored to the language & cultural performance of the targeted audience.

Q66 What is accessibility?

Ans Accessibility refers to designing & building interfaces that are usable by people.

Q67 List & define the types of accessibility

Ans The types of accessibility are

- visual accessibility
- Hearing accessibility
- motor accessibility
- cognitive accessibility

Q68 What is a seizure disorder?

Ans Seizure, also known as epilepsy are a neurological illness marked by recurring, spontaneous seizures. Seizures may be characterized by altered awareness, convulsions or other abnormal moments.

Q69. List & define the kinds of ICON

Ans The kinds of ICON are

- Symbolic : Represent concepts or actions using abstract symbols
- Index: Directly resemble the intended object or action
- Iconic: Abstract symbols that have become widely recognized for specific meanings.

Q70 What is a color?

Ans color is a perceptual feature that arises from the perception of distinct light wavelengths. Color is employed in user interfaces for a variety of reasons, including aesthetics, information distinction & expressing meaning. It has a huge impact on the visual attractiveness & usability of interfaces.

Q71. Explain what is RGB & HSV?

Ans RGB(Red, Green, Blue): A color model where different intensities of "red", "green" & "blue" light are combined to represent colors. It is often seen in digital displays.

HSV(Hue, Saturation, Value): A color model that depicts colors based on "hue" (color type), "saturation" (color purity) & "value" (brightness). It is often used in graphics applications for color choosing.

Q72. What is texture mapping?

Ans Texture mapping is a computer graphics method in which a 2D image (texture) is applied to the surface of a 3D object. This improves the visual appearance of the item by creating the illusion of surface detail or complexity.

Q73 List & define color viewing deficiency.

Ans List of color viewing deficiency are:

* Monochromacy: complete color blindness
* Dichromacy: Limited to two types of color receptors
* Anomalous Trichromacy: A shift in the sensitivity of one type of color receptor.

Q74 How will you choose color for textual graphic screen?

Ans Choosing color for textual graphic screens are:

- Consider contrast
- Account for color blindness
- Use a limited palette.

Q75. Explain the need for collecting feedback & discuss how it improves the user interface.

Ans Collecting feedback is critical for understanding user experiences, preferences & identifying areas of UI enhancement. Feedback increases user happiness, detects usability concerns & aids in the refinement of the user interface to better match user demands.

Q76. Discuss briefly the guidance & assistance process in interface design.

Ans This process entails offering users direction & support in order to proficiently navigate & implement the interface.
The process incorporates contextual assistance, tutorials, tooltips & on-screen indications to aid users in comprehending & engaging with the user interface.

Q77 What do you mean by internationalism? Discuss in detail

Ans The design & development of the software or interfaces with inherent adaptability to diverse language, regions & cultural norms. Facilitates the international dissemination of a product.

Q78. Define multimedia & discuss the characteristics & usage in interface design.

Ans Multimedia encompasses the use of diverse media formats within a digital setting, including but not limited to text, audio, images, animations & videos. content that is dynamic & rich, appealing to multiple sense. It allows an improved user experience through the incorporation of visually capturing & interactive components.

Q79 Explain the process of choosing color.

Ans Process of choosing color are given:

- consider the performance of targeted audience
- Choose colors that align with the intended messages or mood.
- Ensure that the choices of color are accessable to user

Q80 Define icon & discuss its characteristics & usage in interface design.

Ans In an interface, icon is a visual representation or symbol that is employed to symbolize a particular objects, action or concept. The attributes of an icon are simplicity, recognizability & rapid exchange of meaning. Navigation is facilitated by icons which also serve to depict functions & enhance aesthetics.

Q81. List out various accessibility issues you can have & give design for them.

Ans Accessibility issues.

- Visual impairement
- Motor impairement
- Hearing impairement

Design for these issues:

- For visual: use descriptive all text for images, ensure proper color contrast
- For motor: implement keyboard shortcuts, ensure clicks.
- For hearing: provide captions & transcripts for multimedia content (subtitles, closed caption etc.)

Q82. What is the need for testing?

Ans The needs for testing are:

- Identifying usability issues.
- Ensuring user satisfaction
- Validation of use
- Error identification & prevention
- Risk migration
- User engagement & retention.

Q83 Give the scope of testing

Ans Scope of testing are given:

* Function testing
* Performance testing
* Usability testing
* Security testing

Q84. What is hypermedia?

Ans Hypermedia is an extension of hypertext that incorporates not only text but also other media elements like images, audio, video & interactive links.

Q85. Give the characteristics features of hypermedia.

Ans characteristics features of hypermedia are:

* Interactivity
* Non-linearity
* Multimedia integration

Q86. List out some software tools for testing.

Ans some software tools for testing are:

* Selenium: Automated testing tool for web application
  Example: webdriver for browser.

* LoadRunner: Performance testing tool for evaluating system behaviour under load.
* JIRA: Issue & project tracking software.

Q87. List out some software tools for user interface design.

Ans Software tools for user interface design are:

* Figma
* Sketch
* Adobe XD

Q88. What is a layout grid?

Ans A layout grid is a visual grid system used in design to align & organize elements on a screen or on a page.

Q89. Give the rules to develop layout grids.

Ans Rules to develop layout grids are given

- consistent Rows & columns.
- proportional spacing
- Hierarchy

Q90. List the steps to be reviewed during testing process:

Ans Steps to be reviewed during process of testing are:

* Test planning
* Test cases
* Execution
* Defect tracking
* Test results.

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Q91. What is a programmed Facade?

Ans Programmed Facade: It is a user interface element designed to simplify & expedite interactions by providing a simplified, user friendly interface that conceals the intricacy processes or systems.

Q92. What is a prototype? Write briefly about various prototypes?

Ans Prototype: It is a preliminary version of product.

Types of prototypes:

- Low Fidelity Prototype: simple & basic representation
- High Fidelity prototype: interactive & more detailed representation.
- Paper prototype: Hand drawn or printed representation for early testing.
- Digital prototype: created using design tools software to simulate or evaluate interactive experience.

Q93. List of different types of test & elaborate them.

Ans Different kinds of test are given.

- Unit testing: Test individual components or function
- Integration testing: Ensure that different components work together.
- System testing: Evaluate the entire system functionality & performance of the system.
- Acceptance testing: Validates if the system meets the user requirements.

Q94. Discuss the various rules & guidelines for window layout.

Ans Rules & guidelines for windowlayout are given

* Maintain consistent design elements throughout windows
* Ensure the purpose & functionality of each window
* Organize content hierarchically.
* Avoid unnecessary complexity.

Q95. Discuss the rules of web page layout.

Ans Rules of web page layout are given

* Mobile responsive
* Clear navigation
* Content Hierarchy
* Consistent branding.

Q96. Write short notes on tools for testing

Ans Some tools for testing are given.

* JIRA: Issue & project tracking tool.
* Selenium: open source framework for automating web browser. Specially webdriver for browsers.
* LoadRunner: Performance testing tool for evaluating system.

Q97: Write short notes on tools for user interface design.

Ans Some tool used for user interface design are:

* Figma: Design tool with real time editing & collabirating. Used through app/browser.
* Sketch: Vector graphics editor for UI/UX design, works only on mac or apple device.
* Adobe XD: Developed by Adobe Inc. the tool is use for design & prototyping for user interface.

Q98. How will you develop & conduct a test?

Ans Develop & conducting a test by following steps.

* Planning
* Design Test cases
* Execution
* Analysis
* Documentation.

Q99. Elaborate the importance & purposes of usability testing.

Ans Importance of usability testing:

* Identifies user experience issues.
* validate if the design meets user needs.
* Improve user satisfaction & engagement.

Purposes of usability testing

* Evaluate ease of use & navigation.
* Identify user interface problems & areas for improvement
* Gather feedback to refine the user interface

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