Q1. Define UID.

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

Q.2 : Is UID important? Why?

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

Q3: What are the benefits of Good Design?

Ans: Benefits of Good Design are:

Improved Usability: A well-designed interface is simple to use and comprehend.

Increased User Satisfaction: A well-designed interface is more likely to be enjoyed and highly engaged with by users.

Reduced Learning Curve: The systems intuitive design allow users to rapidly comprehend how to utilise it.

Error Reduction: Simple interfaces assist to reduce user mistakes, increasing overall efficiency.

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

Q4: Difference between direct and indirect Manipulation.

Ans:

Direct Manipulation: User interact with graphical items directly. For example, dragging and dropping files or performing touch gestures on a touchscreen.

Indirect Manipulation: Users engage with commands or tools that operate on things. For example, selecting a menu choice to cut and paste text.

Q5: Explain the three types of objects in UID.

Ans: The three types of objects in UID are:

i) Input Objects: Accept user input.

ii) Output Objects: Display information to the user.

iii) Composite Objects: Combine input and output functions.

Q6: List and define the relationship between objects in UID.

Ans: Relationships between objects in UID are:

i) Association: Objects are connected yet distinct

ii) Aggregation: When two objects are connected, one of them contains the other.

iii) Inheritance: When one object inherits the attributes and behaviors of another.

Q7: What is Intranet and Extranet?

Ans:

Intranet: A private network within an organisation 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 and Explain its importance.

Ans: User Interface Design is the process of building interfaces that are user-friendly, visually appealing, and efficient.

Critical for improving user experience, decreasing mistakes, and assuring the success and acceptance of software or systems.

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

Ans:

Need for Direct Manipulation:

I) Complexity: Learning and remembering complex commands was difficult, especially for novice users.

II) Lack of intuitiveness: The relationship between commands and their effects on the system was often unclear, leading to frequent errors.

III) 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:

i) Object Visibility: The objects of interest are clearly represented on the screen, allowing users to see and understand them clearly.

ii) Physical Actions and Gestures: Users interact with objects using physical action like clicking, dragging and selecting how they interact with objects in the real world.

iii) Incremental and Reversible Actions: Actions can be performed step by step, allowing users to refine their adjustments and undo mistakes easily.

iv) Immediate Feedback: The system provides immediate visual feedback to the user's actions, confirming their success and enabling further adjustments.

Applications of Direct Manipulation:

1) Desktop operating systems
2) Graphical Editing Software
3) Web browsing
4) Mobile Apps.
5) Educational Software

Q10: Elaborate the characteristics and principles of User Interface Design.

Ans: User Interface (UI) design plays a crucial role in shaping user experience and interaction with technology.

Characteristics of Good UI Design:

1) Initiative: The interface should be easy to understand and use for also novice users

2) Efficient: Users should be able to complete their tasks quickly and without unnecessary report/effort.

3) Accessible: The interface should be able to use by everyone, regardless of their abilities.

4) Responsive: The interface should adapt to different devices and screen sizes.

Principles of User Interface Design:

1) User Centered Design: This principle emphasizes designing interfaces based on user needs needs, preferences and mental models.

2) Clarity and simplicity: The interface should be clear, concise and free of complexity.

3) Error Prevention and recovery: The interface should be designed to prevent errors and make it easy for users to recover from mistakes.

4) Accessibility: The interface should be accessible to everyone, including user with disabilities. This involves following accessibility guidelines.

Q11: Give the characteristics of Web User Interface.

Ans: The characteristics of Web interfaces are:

1) Accessibility: Ensuring the interface is usable by a diverse audience.

2) Responsiveness: Interfaces should adapt to different devices and screen sizes.

3) Consistency: Maintaining uniform design elements throughout the website

4) Feedback: Providing immediate responses to user actions.

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

Q12: Explain the difference between GUI and Web Interface.

Ans:

GUI	Web Interface
A visual interface that allows users to interact with software or hardware through graphical elements.	A user interface accessible through web browsers, enabling interaction with web application
Limited interactivity with the local system.	Offers interactive experiences with dynamic content, often involving server-side processing.
Ex: Windows applications, desktop software.	Ex: Websites, web applications, online tools.

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 organisation for internal communication and information sharing.

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

b. Printed vs Webpage

Printed: There is no interactivity and the layout is fixed.

Webpage: Adaptable layout, dynamic content and interactive components.

Q14: List common obstacles and pitfalls in interface design.

Ans: Common obstacles and pitfalls in interface design are:

Overcrowded interfaces: Too much information might 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: Users require feedback to have successful interactions. Not taking into account user feedback throughout design and updates.

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

Ans: The five commandments for the people to give a good design are:

Visibility: Make all important options and information available.

Feedback: Provide detailed feedback on user activities.

Constraints: Limit alternatives in order to control behaviour of users.

Consistency: Maintain consistency among design components.

Affordance: Design ~~implements~~ components should imply their utility.

Q16: Define Usability

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

Q17: List down common usability problems.

Ans: Common usability problems are:

1) Poor Navigation: Challenges navigating the UI.

2) Ineffective Feedback: A failure to respond to user activities.

3) Complex Forms: Input forms that are confusing or long.

4) Inconsistancy: Disparate design aspects that cause confusion.

5) Cluttered Layouts: Information overload.

Q18: List the team members of design process.

Ans: Team members of design process are:

UX Designer: Pay attention to the user experience

2) UI Designer: An information architect collects and arranges data.

3) Usability Tester: Assesses the interface's usability.

Q19: Difference between the characteristics of Novice and experienced user?

Ans: Difference between the characteristics of Novice and experienced user:

Novice Users:
- → Require more guidance
- → Tend to make more errors
- → Slower in task completion

Experienced Users:
- → Perform tasks more quickly
- → Make fewer errors
- → Prefer shortcuts and advanced features.

Q20: Difference between the characterics of young and old adults.

Ans: Difference between the characterics of young and old adults:

Young Adults:

1) Typically more tech-savvy
2) Adapt quickly to new interfaces
3) Prefer modern design.

Older Adults:

1) May have lower familiarity with technology
2) Benefit from larger fonts and simpler interfaces
3) May prefer more straightforward navigation.

Q21: List out various average human interaction speed.

Ans: Various average human interaction speed are:

1) Typing Speed: The average typing speed is between 40 and 60 words per minute.
2) Reading Speed: The average reading speed is between 200 and 300 words per minute.
3) Mouse Interaction: Inconsistent, but the typical mouse movement speed is 7 to 10 inches per second.

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

Ans: The general steps are:

1) Understanding the Business: Be familiar with the organization's objectives, procedures, and stakeholders.

2) Gathering and Documenting Requirements: Collect and document the functional and non-functional requirements.

3) Analysing Data: Examine collected data to detects patterns and trends.

4) Interaction with Stakeholders: Maintain regular contact to ensure that the demands of the business are met.

5) Modelling and Design: Create models and designs based on the needs received.

Q23% Difference between direct and indirect method.

Ans:

Direct Method	Indirect Method
Involves explicit and straightforward action or communication.	Involves a more subtle or implicit approach to convey information.
Communication style clear.	Communication style more nuanced.
Express the message directly.	Express the message indirectly.

Q24% Define Metaphor.

Ans: A metaphor in UI design is the use of familiar concepts or things to convey unknown or abstract ideas. A desktop metaphor on a computer interface, for example, where files and folders resemble their real world equivalents.

Q25: Give the values of design and standards.

Ans: The values of design and standards are:

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

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

Q26: List the features of graphical menu.

Ans: Features of graphical menu are:

1) Icons: Icons are graphic representations of processes or functions

2) Text Labels: A descriptive menu option labels.

3) Hierarchy: A systematic arrangement of menu items.

4) 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:

1) Enhanced User Experience: Usability metrics help to provide a great and engaging user experience. A simple to use and navigate system promotes pleasure and engagement.

2) Increased Efficiency: Usable interfaces allow users to complete tasks more quickly and spend less time finding out how to utilise the system. The efficiency is critical in high-productivity context.

3. Reduced Learning Curve: Users who utilise systems with great usability need less training to become competent.

4. Error Reduction: Usability metrices assist in identifying and 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:

1) Lack of User Involvement
2) Insufficient Understanding of User Context
3) Appearance are placed above functionality
4) Weak User Response
5) Technological Constraints
6) Rapid Technological Advancements
7) Cultural and Accessibility Considerations

Impact of Human Characteristics in Design:

1) Cognitive load and information processing
2) Interaction Design
3) Perceptual Abilities & Visual Design
4) Emotional Responses
5) Individual difference in learning styles.

~~Q30 29~~

Q29: Are human consideration in design is important? Justify.

Ans: Human factors are important because they guarantee that interfaces are created with user's cognitive skills, choices, and limits in mind. Neglecting human aspects may result in poor accessibility and unhappiness.

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

Ans: This is done in UI design by determining and documenting user demands and system requirements. It entails acquiring information via interviews, questionnaires and an examination of current processes. The objective is to get a through knowledge of user expectations, which will serve as the foundation for building a user-friendly interface. This method aids in the definition of features, functionality, and design components that are in line with customer needs and business objectives.

Q31: Are guidelines and standard important to good design? Explain.

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

Q32: Explain why human characteristics are considered in Screen Design.

Ans: The ability to think, visual perception, and motor capabilities are all factors that determine how people engage with screens. When these aspects are considered in screen design, interfaces can be customised to user's skills and preferences, resulting in increased usability, user happiness and a better user experience.

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

Ans:

Structure: Menus are often made up of elements that are organised logically. A dropdown menu on a website, for example may include major categories and subcategories.

Functions: Menus serve as a navigational frame work for users to access various features or parts of an application. They may be used as dropdown menus, context menus or sidebars.

Q34: Explain about content and types of menus.

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

Types of Menus:

1) Structure: Menus are often made up of elements that are organised in order.

2) Dropdown Menu: When a user clicks or hovers over a specified location, a dropdown menu appears.

3) Context Menus: Displays when you right-click on an item.

4) Toolbar Menus: A collection of icons or buttons that indicate activities.

5) Hamburger Menus: A hamburger menu is a collapsible menu that is often used on 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:

1) Checkboxes: Allow for numerous choices.
2) Radio Buttons: Allow just one option using radio buttons.
3) Dropdowns: Display a list of selection possibilities
4) Toggle Switches: It enable users to toggle between two states.

Q36: Define window and give its characteristic features.

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

Its characteristic features are:

1) It displays the title of window
2) Contains menus for accessing application functions.
3) Control window size and closure.
4) Displays the main information or application content.

Q37: Give the features of operable controls.

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

1) Users may interact with the control by clicking on it.
2) Controls behave consistently throughout the UI

3) When interacting with, deliver visual or aural feedback.

4) Controls allow people to do things quickly and simply.

Q38: What are mutually exclusive and non-exclusive choice controls?

Ans: Mutually Exclusive: Users may only pick one option from the various options. 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:

1) Title bar
2) Minimize, Maximize/Restore, Close Buttons
3) Content Area
4) Resizable borders
5) Menu bar

Q40: What type of applications utilize textboxes? Give examples.

Ans: Textboxes are used in applications where users must enter or update textual data.

The type of applications are:

1) Word Processors: It is used to create and modify text documents.

2) Web forms: It is used to input information into online forms.

3) Search Bars: It is used to search keywords into search bars.

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

Ans: Some methods to create text-based web user interface are:

1) HTML & CSS: Use for structuring and styling text content.

2) JavaScript: Use for adding interactivity

3) Server-Side-Scripting: Use for processing and generating text content dynamically.

Q42: Give some examples for device-based controls.

Ans: Examples for device-based controls are:

1) Touchscreen Gestures
2) Accelerometer-Based Controls
3) Voice Commands
4) Gyroscope controls

Q43: List the different Presentation styles.

Ans: Different Presentation styles are:

1) Single Page
2) Card-based Layout
3) Grid Layout
4) Tabbed Interface

Q44: Give the situations to use check box, radio button and check box.

Ans: The situation of:

1) Checkbox: When users may independently pick numerous alternatives.

2) Radio Button: When consumers must choose just one choice from a list, they utilise a radio button.

3) Check Box: When a binary option (checked or unchecked) is suitable, use a tick box.

Q45: List the characteristics of device-based control.

Ans: The characteristics of device-based control are:

1) Touch Sensitivity
2) Motion Sensing
3) Voice Recognition
4) Feedback Mechanisms

Q46: What are the two types and forms of Text Boxes?

Ans: Two types of Text Boxes:

1) Single-Line Text Box: For short, single-line input.

2) Multi-Line Text Box: For longer, multi-line input (textarea in HTML).

Two forms of Text Boxes:

1) Input forms: Capture User Input.
2) Search forms: Allow users to enter search queries.

Q47: What is combinational selection/entry control? Give its usuage.

Ans: Allow users to pick from preset choices or enter new input by combining selection and entry capabilities.

Usuage: Dropdown list allow users to choose from preset items or insert new text.

Q48: What is the difference between tool tip and ballon tip?

Ans: Tool tip: When you hover over something a little, informative pop-up box emerges revealing further information about that piece.

Ballon tip: Similar to a tool tip, but usually bigger and more visible, offering more specific information.

Q49: Mention the parts of slider bar and give its usage.

Ans: Parts of slider bar are:

1) Thumb
2) Track
3) Ticks

Usage: Allow users to select a value within a specified range by dragging the thumb.

Q50: State the need for device based and screens based control and explain the characteristics of them.

Ans: Device based control needs tailored for specific devices like touchscreen. The main characteristics are responsive, gesture-based,

Screen based control is applicable to a variety of screens and input devices. The main characteries are to focus on universal usuability, adaptable to different resolutions and input methods.

Q51: Discuss in detail about components and presentation styles of windows with suitable illustrations.

Ans: Components of windows:

1) Title Bar
2) Menu Bar
3) Minimize, Maximize / Restore, Close Buttons
4) Content Area
5) Status Bar

Presentation styles of Windows:

1) Windows may be layered or organised overlappingly
2) Windows are placed in a grid-like patteron with no overlap.

Q52: Explain how screen based controls are used in the web interface with appropriate illustrations.

Ans: In web interfaces, screen-based controls are items that users interact with on the screen.

Example:

1) Buttons: Clickable elements triggering actions.

2) Dropdowns: List of options for selection.

Q53: Explain Windows management and give its operations.

Ans: Windows administration involves controlling the look and behaviour of programme windows.

Operations:

1) Opening Windows
2) Closing Windows
3) Resizing Windows
4) Moving Windows

Q54: Discuss in detail about selection, custom and presentation controls.

Ans: Selection Controls: Allow users to choose choices (for examples, radio buttons and checkboxes).

Custom Controls: Controls that are tailored or specialised for particular uses.

Presentation Controls: Information display element such as text boxes, labels and graphics.

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

Ans: Proper selection of screen-based control are:

1) Consider the following task
2) User Experience
3) Maintain Consistency.

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

Ans: Selecting a proper device based control are:

1) Select controls that make use of the devices capabilities.

2) Prioritise controls that improve the overall user experience on the individual device

3) Check that the controls on the selected device are easily accessible.

Q57: What is punctuation and hypernation of words.

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

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

Q58: What is a message and explain its different types.

Ans: A message is information sent to the user via a user interface. The different types of message are:

1) Error messages
2) Confirmation messages
3) Instructional messages.

Q59: List down the response time limit for web and GUI.

Ans:

Web: Aim for a responce time of 2 seconds or less.

GUI: The optimal reaction time for a graphical user interface is generally less than 100 milliseconds.

Q60: List out and define two types of errors.

Ans: Two types of errors are:

1) System Errors: Result from technical issues in the software.

2) User Errors: Occure 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:

1) HTML and CSS: For structuring and styling text content

2) JavaScript: For adding interactivity

3) Server-Side scripting: For processing and generating 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 and minimising dependence on text. Icons assist consumers in quickly understanding function.

Q63: What is reference help?

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

Q64: What is internalization and what is localization.

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

Localization: The process of modifying software for a given country or locality, including text translation, cultural adjustments and assuring conformity with local customs.

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 and user experience are tailored to the language and cultural preference of the target audience.

Q66% What is Accessibility?

Ans: Accessibility refers to designing and building interfaces that are usuable by people.

Q67% List and define the types of Accessibility

Ans: The types of Accessibility are:

1) Visual Accessibility
2) Hearing Accessibility
3) Motor Accessibility
4) Cognitive Accessibility.

Q68% What is a seizure disorder?

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

Q69: List and define the kinds of ICON.

Ans: The kinds of Icons are:

1) Symbolic Icons: Represent concepts or actions using abstract symbols.

2) Index Icons: Directly resemble the intended object or action.

3) Iconic Icons: 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 and expressing meaning. It has a huge impact on the visual attractiveness and usability of interfaces.

Q71: Explain what is RGB and HSV.

Ans: RGB(Red, Green, Blue): A color model in which different intensities of red, green, and 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), and 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 appearanced of the item by creating the illusion of surface detail or complexity.

Q73% List and define color viewing deficiency.

Ans: List of color viewing deficiency are:

1) Monochromacy: Complete color blindness
2) Dichromacy: Limited to two types of color receptors.
3) Anomalous Trichromacy: A shift in the sensitivity of one type of color receptor.

Q74% How will you choose color for textual graphic screens?

Ans: Choosing colors for textual graphic screens are:

1) Consider Contrast
2) Account for color blindness
3) Use a limited palette

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

Ans: Collecting feedback is critical for understanding user experiences, preferences and

identifying areas for UI enhancement. Feedback increases user happiness, detects usability concerns, and aids in the refinement of the user interface to better match user demands.

Q76: Discuss briefly the guidance and assistance process in interface design.

Ans: This process entails offering users direction and support in order to proficiently navigate and implement the interface.

The process incorporates contextual assistance, tutorials, tooltips, and on-screen indications to aid users in comprehending and engaging with the user interface.

Q77: What do you mean by internationalism? Discuss in detail.

Ans: The design and development of software or interfaces with inherent adaptability to diverse languages, regions and cultural norms. Facilitates the international

dissemination of a product.

Q78% Define Multimedia and discuss its characteristics and 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 and video. Content that is dynamic and rich, appealing to multiple senses. Allows an improved user experience through the incorporation of visually captivating and interactive components.

Q79% Explain the process of choosing color.

Ans: Process of choosing color:

1) Consider the preference of target audience.
2) Choose colors that align with the intended message or mood.
3) Ensure that the color choices are accessible to users.

Q80: Define Icon and discuss its characteristics and usage in interface design.

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

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

Ans: Accessibility Issues:

1) Visual Impairement
2) Motor Impairement
3) Hearing Impairement

Design Solution:

1) Use descriptive alt text for images, ensure proper color contrast.

2) For, motor impairement, implement keyboard shortcuts, ensure clickable areas.

3) For hearing impairement, provide captions and transcripts for multimedia content.

Q82) What is the need for testing.

Ans) The needs for testing are:

1) Identifying Usability issues
2) Ensuring User satisfaction
3) Usability validation
4) Error identification and prevention
5) User engagement and retention
6) Risk Mitigation.

Q83: Give the scope of Testing.

Ans: Scope of Testing:

1) function Testing
2) Performance Testing
3) Usability Testing
4) 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, vedio and interactive links.

Q85: Give the characteristics features of hypermedia.

Ans: Characteristic features of hypermedia:

1) Interactivity
2) Non-linearity
3) Multimedia Integration.

Q86: List out some software tools for testing.

Ans: Software tools for testing:

1) Selenium: Automated testing tool for web applications.

2) JIRA: Issue and project tracking software

3) LoadRunner: Performance testing tool for evaluating system behavior under load.

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

Ans: Software tools for user interface design:

1) Sketch

2) Figma

3) Adobe XD.

Q88% What is a layout grid?

Ans: A layout grid is a visual grid system used in design to align and orgganize elements on a page or screen.

Q89% Give the rules to develop layout grids.

Ans: The rules to develop layout grids are:

1) Consistent Columns and Rows
2) Proportional Spacing
3) Hierarchy.

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

Ans: Steps to be reviewed during testing process are:

1) Test Planning
2) Test Cases
3) Execution
4) Defect Tracking
5) Test Results

Q91: What is preprogrammed facade?

Ans: A preprogrammed facade is a user interface element designed to simplify and 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: A prototype is a preliminary version of product.

Various types of prototypes are:

1) Low-Fidelity Prototype: Simple and basic representation

2) High-Fidelity Prototype: More detailed and interactive representation.

3) Paper Prototype: Hand drawn or printed representations for early testing.

4) Digital Prototype: Created using design to stimulate interactive experience.

Q93: List the different kinds of test and elaborate them.

Ans: Different kinds of tests are:

1) Unit Testing: Test individual components or functions

2) Integration testing: Ensure that different components work together.

3) System testing: Evaluate's the entire system functionality and performance.

4) Acceptance Testing: Validates if the system meet user requirements.

Q94: Discuss the various rules and guidelines for window layout.

Ans: Rules and guidelines for windows layouts are:

1) Maintain consistent design elements throughout windows.

2) Ensure the purpose and functionality of each window.

3) Oreganize content hierarchically

4) Avoid unnecessary complexity.

Q95: Discuss the rules of web page layout.

Ans: Rules of web page layout:

1) Mobile responsiveness
2) Clear Navigation
3) Content Hierarchy
4) Consistent Branding.

Q96: Write short notes on tools for testing?

Ans: Short notes on tools for testing are:

1) Selenium: Open source framework for automating web browsers.

2) JIRA: Issue and project tracking tool.

3) LoadRunner: Performance testing tool for evaluating system.

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

Ans: Short notes on tools for user interface design are:

1) Sketch: Vector graphics editor for UI/UX design.

2) Figma: Design tool with real-time editing.

3) Adobe XD: Design and prototyping tod for user interface.

Q98% How will you develop and conduct a test.

Ans: Developing & Conducting a Test:

1) Planning
2) Design Test Cases
3) Execution
4) Analysis
5) Documentation

Q99: Elaborate the importance and purpose of usability testing.

Ans: Importance of Usability Testing:

1) Identifies user experience issues
2) Validate if the design meets user needs.
3) Improve user satisfaction and engagement

Purpose of Usability Testing:

1) Evaluate ease of use and navigation
2) Identify user interface problems and areas for improvement
3) Gather feedback to refine the user interface.