UBQUITOUS COMPUTING UNIT NUMBER 04

- 1. Which of the following are commonly used networking ICT (Information Communication Technology)?
 - A. Recorders and players
 - B. Games consoles
 - C. Remote controlled AV displays
 - D. All of the above.
- 2. HCI stands for?
 - A. Human Computer Interaction.
 - B. Human Computer Interface
 - C. Human Control Interface
 - D. None of the above
- 3. MTOS stands for?
 - A. Multi Terminal Operating System
 - B. Multiple terminology Operating System
 - C. Multiple Task Operating System.
 - D. None
- 4. Which of the following are multitask devices?
 - A. Games consoles
 - B. Mobile Phones
 - C. Cameras
 - D. All of the above.
- 5. Various dimensions for devices are: -
 - A. Size
 - B. Haptic input
 - C. Interaction modalities
 - D. All of the above.
- 6. Interaction modalities means?
 - A. Multiple versus multiple
 - B. Multiple versus single.
 - C. Single Versus Single
 - D. Single versus multiple
- 7. Which of the following is a posture for human operator?
 - A. Walking
 - B. Running
 - C. A and C.
 - D. Size
- 8. What is haptic input?

- A. Size of dimension devices may be centimetre sized
- B. One this dimension devices may be hands free or two handed or one handed.
- C. Multiple versus single
- D. Centimetres to metres
- 9. How can a tasking dimension be defined?
 - A. It may be single device
 - B. It may be multi task device
 - C. It may be single or multi task devices.
 - D. None of the above
- 10. Main advantage of Command Prompt Interface.
 - A. Same command can be repeated using a loop and on different data sets.
 - B. Allowed text to be entered in one line
 - C. User has to remember the syntax
 - D. Command line interface
- 11. WIMPS interface stands for?
 - A. Windows interpreter multiple process support
 - B. Windows, Icons, Menu and Pointer device Interface.
 - C. None of the above
 - D. Any of the above
- 12. The major advantage of WIMPS UI is?
 - A. The order of multiple commands can be much more ad hoc.
 - B. It is useful to visually impaired users
 - C. None of the above
 - D. All of the above
- 13. Various challenges faced by Sheiderman and plaisant for DMI are:
 - A. It is not useful to visually impared
 - B. In low resolution display it is difficult to consume screen space
 - C. Moue pointer control and input require good hand eye coordination and can be slow
 - D. All of the above.
- 14. A pop window interface is generally known as:
 - A. DMI
 - B. WIMPS interface
 - C. MEMEX system
 - D. Dialog box
- 15. What are major issues related to mobile hand-held devices interfaces?
 - A. Not practical to have different windows open at a time
 - B. Difficult to find icons and windows
 - C. Keyboard is smaller for user input
 - D. All of the above.
- 16. Technique used for handling limited key input?

- A. Multi tapping
- B. Dialog box
- C. T9
- D. Both A and C.
- 17. Using T9 in multi tapping the speed can be increased be?
 - A. 10 words per minute
 - B. 60 word per minute
 - C. 40 words per minute.
 - D. 30 words per minute
- 18. Major feature of T9 is?
 - A. Auto prediction.
 - B. Auto typing
 - C. Speed decrease
 - D. None
- 19. Number of keypads do fastap keypad have?
 - A. 4
 - B. 6
 - C. 2
 - D. 3
- 20. What is soft keys?
 - A. Two left and right keys at top of keyboard.
 - B. 2 up and 2 down keys at top of keyboard
 - C. None of the above
 - D. Both A and B
- 21. Challenges related to mobile users?
 - A. Users have limited attention.
 - B. Operates in changeable physical environment such as a noisy background
 - C. None both the above
 - D. Both A and B
- 22. Approaches to deal with size differences are?
 - A. Zooming, scrolling, Panning.
 - B. Multi taping
 - C. Soft keys
 - D. Soft keyboard
- 23. What is peephole display?
 - A. Scrolling (up and down)
 - B. Zooming (in and out)
 - C. Development which mainly uses sensors to act as a tangible UI.
 - D. Cropped or the content resolution
- 24. Application for haptic Outpus?
 - A. Touch sensitive system
 - B. Vibrations used to signal incoming calls
 - C. Vehicle navigation
 - D. Both A and B.
- 25. What was the start of computer games development?
 - A. Used paper
 - B. Punched cards
 - C. Paper tape for input and output

- D. All of the above.
- 26. What do7th generation game consoles have?
 - A. Different game console
 - B. Pen, punched cards
 - C. Micro sensors
 - D. Both A and C.
- 27. What is multi modal visual interface?
 - A. Human sense inputs and control outputs.
 - B. Modality data can be processed separately
 - C. Data combined at the end In second approach
 - D. Give support for non verbal and multi nodal communication
- 28. ICT system modalities are?
 - A. Camera
 - B. Input devices
 - C. Microphones
 - D. All of the above.
- 29. Human interaction is?
 - A. Multi modal.
 - B. Single modal

 - C. Wearable
 - D. Visual modal
- 30. Video conferencing is example of ICT which should have potential of?
 - A. To hear one another
 - B. To allow one party to see
 - C. TO give support for nonverbal and multi modal communication
 - D. All of the above.
- 31. The input of computer is mainly affected by?
 - A. Tone of a voice
 - B. Facial expression
 - C. Eye contact
 - D. All of the above.
- 32. Attentive interfaces or iHCl are?
 - A. Dependent on person's attention as primary input
 - B. Use gathered information to estimate the best way to communicate with the user
 - C. Both A and C.
 - D. None of the above
- 33. Wearable interfaces include?
 - A. Video camera
 - B. Microphone
 - C. Focus on multi modal interaction which includes visual interaction.
 - D. All of the above.
- 34. Number of steps required for human motion analysis are:
 - A. 5
 - B. 4
 - C. 3
 - D. 2
- 35. First stage for human motion analysis is?

A. Motion segmentation.

- B. Object classification
- C. Tracking
- D. Interpretation
- 36. Main type of body gestures are?
 - A. Face and head gesture
 - B. Movement of full body
 - C. Hand and arm gestures
 - D. All of the above.
- 37. Gestures can be sensed using?
 - A. Gyroscopes.
 - B. Keyboard
 - C. Mouse
 - D. CPU
- 38. Classification of gestures?
 - A. Contactful
 - B. Contactless
 - C. Camera
 - D. Both A and B.
- 39. BAN stands for?
 - A. Body Area Network.
 - B. Business Area Network
 - C. Book Area Network
 - D. None of the above
- 40. To rotate a view by 90 degree from horizontal to vertical what is used?
 - A. BAN
 - B. Flipping
 - C. Clipping
 - D. Stretching
- 41. Features of gestures are:
 - A. Static or dynamic
 - B. Not specified completely and can be ambiguous
 - C. Can be dynamic within an individual
 - D. All of the above.
- 42. Advantages of ebook are:
 - A. Portabilility
 - B. Ability to annotate while preserving context
 - C. Ability to skim or quickly move through pages
 - D. All of the above.
- 43. Main advantages of touchscreen are?
 - A. Resistive
 - B. Capacitive
 - C. Easy to use
 - D. All of the above.
- 44. Touch screen technology is used in?
 - A. Public information kiosks
 - B. Ticket machines at railroad station
 - C. Electronic voting machines

- D. All of the above.
- 45. Tangible user interface (TUI) is?
 - A. UI in which person interacts with digital information through the physical environment.
 - B. Which deals with touchscreens
 - C. None of the above
 - D. Similar to human physical interface
- 46. Types of embodiment are:-
 - A. Full embodiment
 - B. Nearby embodiment
 - C. Distant embodiment
 - D. All of the above.
- 47. Noun metaphor is?
 - A. Having relation to the shape of an object.
 - B. Having relation to motion of an object
 - C. Physical system totally matched with the virtual system
 - D. None of the above
- 48. Characteristics of organic UI are:
 - A. The display cab be the input device
 - B. Any shape can be taken by display
 - C. Displays can change
 - D. All of the above.
- 49. OLED stands for:
 - A. Organic Light Emitting Diode.
 - B. Organic Light Extracting Diode
 - C. Organic Laser Emitting Diode
 - D. Organic Laser Extracting Diode
- 50. Advantage of OLEDs over LCD are:
 - A. Lower cost in the future
 - B. Lightweight and flexible plastic substrates
 - C. Viewed at oblique angles
 - D. All of the above.
- 51. Examples of smart phones using OLEDs are:
 - A. Nokia Express music
 - B. Samsung galaxy note edge.
 - C. Samsung Guru
 - D. Motorola
- 52. Types of auditory interface:
 - A. Non speech based
 - B. Speech based
 - C. None of the above
 - D. Both A and C.
- 53. Various design challenges in auditory interfaces are:
 - A. The interpretation of the auditory input is done in audio noise
 - B. Access control for activation of voice
 - C. Natural language processing
 - D. All of the above.
- 54. Posthuman technology consists of?

- A. Accompanied
- B. Wearable
- C. Implants
- D. All of the above.
- 55. Criteria specified by Mann in 1997 are:
 - A. Eudemonic criterion (in the user's personal space)
 - B. Existential criterion(IHCI Control by user)
 - C. Operational constancy
 - D. All of the above
- 56. Types of HUD are?
 - A. Fixed HUD
 - B. Head mounted display
 - C. Both A and B.
 - D. None of the above
- 57. Device worn in front of eye to act as camera which record scene is called?
 - A. EyeTap.
 - B. LegTap
 - C. KeyTap
 - D. HandTap
- 58. Disadvantages of VRD (Virtual Retinal Display) are:
 - A. Very limited are is covered by the screen
 - B. The heavy weight of the small television used to project the display
 - C. None of the above
 - D. Both A and B.
- 59. VRD is also known as:
 - A. RSD(Retinal Scan Display).
 - B. ISD
 - C. HUD
 - D. Eyetap
- 60. Correct order for phases for HCD cycle are:
 - A. Requirement analysis, Design, Implementation, Testing.
 - B. Testing, Design, Implementation, RA
 - C. RA, Testing, Implementation, Design
 - D. Implementaton, Design, testing, RA
- 61. Main differences with conventional design are:
 - A. Alternative prototype designs is produced
 - B. Some evaluation which is formative of these prototype designs
 - C. None of above
 - D. Both A and C.
- 62. Mental model have
 - A. Decreases the complexity of interacting with new machines.
 - B. Supported by designers of systems
 - C. Not normally placed on a physical desktop
 - D. None of the above
- 63. What is conceptual model?
 - A. Nothing but abstraction of a system or service.
 - B. Decreases the complexity of interacting with new machines
 - C. Whenever person learn use of system which is unfamiliar to them

- D. None of the above
- 64. User context models may have?
 - A. System's models of users
 - B. User's models of systems
 - C. None of the above
 - D. Both A and B.
- 65. Design choices for user modelling are:
 - A. Implicit vs explicit models
 - B. Generic versus application specific models
 - C. Content based versus collaborative user models
 - D. All of the above.
- 66. Indirect models of user can be improved by combining?
 - A. Location
 - B. Entity
 - C. Activity
 - D. All of the above.
- 67. Design challenges of stereotypes are:
 - A. How to create stereotypes
 - B. Determine the confidence values
 - C. Deal with incomplete or too many inputs or inputs
 - D. All of above.
- 68. Various tasks of user that are supported by system are:
 - A. A physical world scene recording.
 - B. Determine the confidence values
 - C. Create stereotypes
 - D. Activity
- 69. HTA model stands for?
 - A. Hierarchical Task Analysis.
 - B. Hetro task Analysis
 - C. None of above
 - D. Hierarchical Table Analysis
- 70. Characteristic of Activity-Based Computing are:
 - A. Being application independent
 - B. Occuring across multiple application tasks
 - C. Supporting suspend and resume
 - D. All of the above.
- 71. Important basic approaches to task designs are:
 - A. Planned actions
 - B. Situated actions
 - C. None of the above
 - D. All of the above.
- 72. Interruptions are expected when?
 - A. User should be notified if any action is left incomplete.
 - B. Supporting suspend time
 - C. Being application independent
 - D. Physical world scene recording
- 73. Context such as time are useful for?
 - A. Filtering

- B. Adaption
- C. None of the above
- D. All of the above.
- 74. Two basic types of evaluation are?
 - A. Field studies
 - B. Lab studies
 - C. Adaption
 - D. Both A and B.
- 75. Structure interviews are:
 - A. Proper structure is created.
 - B. Not directed by a script
 - C. Guided by script but, interesting issues can be explained in more depth
 - D. Scenario which is alternative of inspection in cognitive walkthrough