

Roll No : L14-4379

NAME : Alina Sajid

SECTION : C

Question NO :- 1

a) Norman's Model of Interaction.

i) User establishes the goal :

The goal of the user is to view his/her marks on the flex application.

ii) Formulates intention :

Keeping in view the home screen, the user formulates his intention.

which would be clicking on the marks tab.

iii) Specifies actions at interface :

The action specified at interface by user is this that he has to drag the mouse and click on marks tab.

iv) creates actions :

The user executes the action by clicking the marks tabs by moving the mouse cursor and pressing the button.

v) perceives system state :

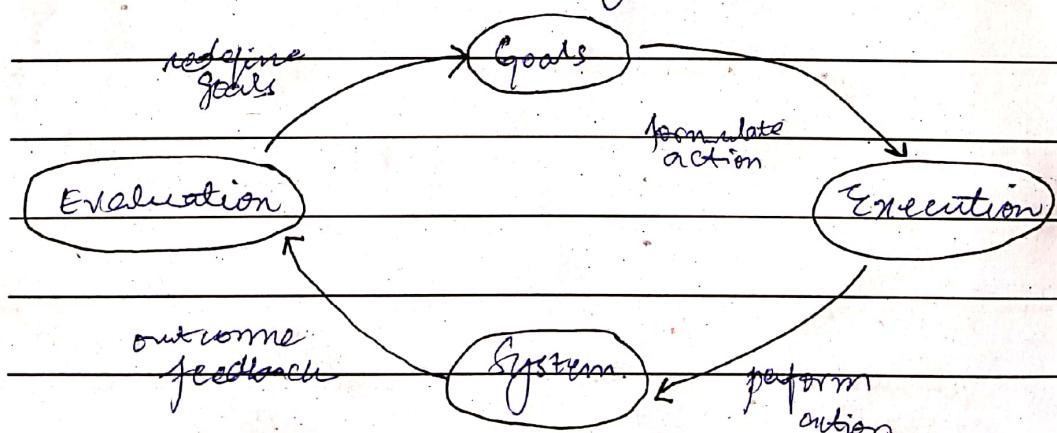
The home screen now starts changing and shifting to marks state.

vi) interprets system state :

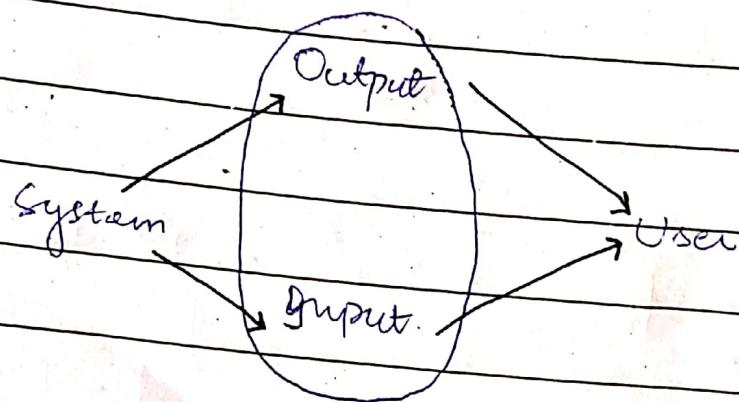
The system state has now been changed. The home screen has now shifted to marks showing screen.

vii) evaluates system state with respect to goal : 7.5

With respect to the goal the system state has changed.



b) Aboud and Beale framework:



i) User:

The user of this application to view the marks are students. The teacher or admin can also view the marks.

ii) System:

The system is the throughout complete application of this student.

iii) Input:

By clicking the mouse button to the marks tab is the input by user.

iv) Output:

Appearance of marks showing screen is the output of this goal.

Question NO: 2

a) Gulf of Execution & Gulf of Evaluation

Example: 1

The most common example is whether the laptop is on or off if it starts and works its gulf of execution and the interpreting phase is the gulf of evaluation.

Example: 2

Drawing a picture on Paint app is the gulf of execution means execution phase and interpreting what is drawn is gulf of evaluation.

b) Direct manipulation interaction:

Example:

In Snapchat we have a direct manipulation, where the filters are represented in small circles already displayed and showing effects which is easy to select.

## Indirect manipulation interaction :

example :

like in programming, in assembly or any other language we have to enter instructions to move cursor or doing our tasks which is the indirect manipulation.

## Question NO:3

i) Strive for Consistency:

In flex student application, the screen is consistent having proper font, color and size as in laptop big wide screen or it is the mobiles small screen layout.

ii) Seek universal usability:

Flex Student application can be used both by the students and by the teachers and the administration because of universal usability.

iii) Offer informative feedback:

While entering the password relative to our rollnumber, if it is entered among

then a red alert <sup>occurs</sup> ~~appears~~ that invalid password or username.

iv) Design dialogs to yield closure:

After completing the feedback form on the application. The status appears of submitted ~~feedback~~ feedback which means we are done.

v) Prevent errors:

While filling up the feedback form, if we have ~~not~~ missed one part then the whole feedback form will not be removed instead we will only fill ~~the~~ left part.

vi) Permit easy reversal of actions:

While doing registration we can check or uncheck the wanted course and section and after registration, we can change section if we have space in that section.



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**Challan** | [Home](#) > Fee Challan

### Student Challan

Generated On	Due Date	Status	Print
an-2020	03-Feb-2020	Paid	<a href="#">Print Challan</a>
an-2020	05-Jun-2020	Paid	<a href="#">Print Challan</a>



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## Attendance

[Home > Attendance](#)

Spring 2020 ▾

### Registered Courses

CL307

CS307

CS422

CS449

### CS422-Human Computer Interaction

Attendance Percentage:

90.00%

Duration

Lecture

(In

No

Date

Hours)

Pres

1

20-  
Jan-  
2020

1.50

N



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Spring 2020 ▾

CL307 CS307

**Student  
Marks**

CS422

CS449

CS491

## CS422-Human Computer Interaction

**Assignment****Assignment**

#

Weightage

1 1.5

2 5

3 4

4 8

5 6



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Registration  
period not  
active.



## Course Registration

Comments	Status	Section
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gister! 5-New ferred Course	Registered	BCS-6A
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 ew> | ecommended) |

gister! 5-New ferred Course	Registered	BCS-6A1
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 ew> | ecommended) |

gister! 5-New ferred Course	Registered	BCS-6C
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 ew> | ecommended) |

gister! 5-New ferred Course	Registered	BCS-8F
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 ew> | ecommended) |



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**Sorry!**

Course  
Feedback  
is not  
active  
yet.  
Kindly  
check  
back  
later.

**Course**

Name	Credits	Status	Fee
------	---------	--------	-----

Computer Networks	1	Feedback	
		Submitted	
Lab			

Computer Networks	3	Feedback	
		Submitted	

Human Computer Interaction	3	Feedback	
		Submitted	

Professional Issues in IT	3	Feedback	
		Submitted	



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(2)



## Student Profile

| Home



### University Information

**Roll No:** 14L-4379

**Section:** D

**Degree:** BS(CS)

**Campus:** Lahore

**Batch:** Fall 2014

**Status:** Current



### Personal Information

**Name:** Alina Sajid

**Gender:** Female



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## Sign In

Incorrect Roll No. or

Password. Please try again.

### Roll No.

	14L-4379
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Roll Number i.e (17I-1234)

### Password

	.....
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Remember me

[Forget Password ?](#)

Sign In

vii) Keep users in control:

Feedback submitted, fee challan

Submitted/paid status ~~status~~ appears which keeps users in control and awares them

viii) Reduce short term memory load:

The complete record of transcript

Grades, the record of attendance,

and the record of every ~~single~~ quiz

is there in flex for reducing short term memory

Question NO: 4

Flex Student application:

Goal: To view marks, by clicking on the marks tab.

i) Move your hand to the mouse.

ii) point to the marks tab on the screen.

iii) Press the mouse button the marks tab.

iv) Return hand to keyboard.

This goal is completed in three steps.

Now calculate the time.

$$H + P + B + H$$

4.5

$$= 0.4 \text{ sec} + 1.1 \text{ sec} + 0.2 \text{ sec} + 0.4 \text{ sec}$$

$$= \cancel{1.7 \text{ sec}}$$

$$2.1 \text{ sec}$$

Slate application:

Goal: Open the site of HCI course for assignments.

i) Move your hand to the mouse.

ii) point to the HCI tab.

iii) Click the mouse button.

iv) System response

v) move the mouse to assignments tab.

vi) Click the mouse button.

Now calculate the time :

$$\cancel{H + P + B} + \cancel{P + B}$$

$$\begin{aligned} & H + P + B + M + P + B + H \\ & = 0.4 \text{ sec} + 1.1 \text{ sec} + 0.2 \text{ sec} + 1.3 \text{ sec} + \\ & \quad 0.1 \text{ sec} + 0.2 \text{ sec} + 0.4 \text{ sec} \\ & = \boxed{4.7 \text{ sec}} \end{aligned}$$

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### Question No. 5

i) Natural language:

The natural language interaction style is appropriate for the google users. Almost all people around the world use google and they can communicate effectively via voice search.

ii) Three-dimensional interfaces:

Three dimensional interface is appropriate for the presentations or office work, watching a movie, having a

complete 3D interaction via pointers.

iii) Touch:

Touch pads, mobiles and laptops are an example of this interaction style. Touch pads make easy to communicate.

Question No. 6

Contextual task analysis is important for the user-centered model of work which works how users think and their work environment. If we miss the contextual task analysis in making online banking system then we will not comply to user needs. Then the system would be a failure because it will not be according to users needs and ease of use.