



SREE SARASWATHI THYAGARAJA COLLEGE
[Autonomous, Re-Accredited with A+ Grade]
THIPPAMPATTI, POLLACHI - 642 107

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Mid Semester Examinations - I -October 2025

Programme/Year : MCA/I

Course Name:ADVANCED UI AND UX DESIGN FOR DEVELOPERS Course Code: 25MCA1C20

Time : 3 Hours

Date : 23.10.2025
Max. Marks: 75

Section - A (10 X 01 = 10)
Answer all questions

K1 CO1

- 1) Recall the full form of UI.
a. User Experience b. User Interface c. Universal Interaction
d. Unique Input K1 CO1
- 2) Name the company that introduced the first popular GUI in 1984.
a. Microsoft b. IBM c. Apple Macintosh d. Google K2 CO1
- 3) Infer the tools that were commonly used for UX design in the 2010s.
a. Figma and Adobe XD b. MS Paint and Notepad
c. Excel and PowerPoint d. HTML and CSS K2 CO1
- 4) Interpret the stage of Design Thinking that focuses on understanding
the problem from the user's perspective.
a. Define b. Empathize c. Prototype d. Test K2 CO1
- 5) Who guides the participant through a usability test and ensures valid
results.
a. Developer b. Facilitator c. Project Manager d. Designer K1 CO2
- 6) What are the types of usability testing that exist?
a. Qualitative and Quantitative b. Moderated and Unmoderated
c. Both a and b d. Only Quantitative K1 CO2
- 7) Determine which type of research answers questions like "how many"
or "how often"?
a. Qualitative b. Quantitative c. Observational d. Exploratory K2 CO2
- 8) Interpret the correct shortcut used to create a component in Figma.
a. Ctrl + C b. Ctrl + Alt + K c. Ctrl + Shift + K d. Ctrl + D K2 CO2
- 9) Which stage of the design-thinking model are user interviews primarily
used?
a. Test b. Prototype c. Empathize d. Implement K1 CO3
- 10) Infer the purpose of a competitive analysis.
a. Test product usability b. Understand competitors' strengths and
strategies c) Design a new UI d. Conduct a survey K2 CO3

Section - B (05 X 05 = 25)

Answer either (a) or (b) in the following questions

Answer should not exceed 250 words)

- 11 a) List the differences between User Interface (UI) and User Experience (UX). K1 CO1
OR
b) What is the role of anthropology research in understanding users? K1 CO1
- 12 a) Explain the importance of identifying target audiences, demographics, and
user pain points. K2 CO1

OR

- a) Demonstrate Usability Testing and its elements with examples. K2 CO1

- 13 a) Explain the differences between qualitative and quantitative research with example. K2 CO2
- b) Illustrate the Competitive Analysis process. OR K2 CO2
- 14 a) Organize the differences between surveys and questionnaires in UX research. K3 CO2
- b) Build a Competitive Analysis by outlining the key steps involved in conducting it, with examples. OR K3 CO2
- 15 a) Compare moderated and unmoderated usability testing with suitable examples. K4 CO3
- b) Distinguish between User Interview and Usability Testing with example. OR K4 CO3
- Section - C(05 X 08= 40)**
Answer either (a) or (b) in the following questions
(Answer should not exceed 500 words)
- 16 a) Develop a comprehensive understanding of Usability Testing by explaining its elements and types, with examples for each type. K3 CO1
- b) Identify the 10 principles of UI Design, with examples showing how each principle enhances user experience. OR K3 CO1
- 17 a) Identify and explain the six stages of User Journey Mapping with an example, and construct an Empathy Map OR K3 CO1
- b) Identify and explain the concept of user surveys in UX research by discussing their methods, types, and providing relevant examples. K3 CO1
- 18 a) Analyze the tools and features available in Figma for designing user interfaces. K4 CO2
- b) Classify competitors in business and explain the competitive analysis process used to evaluate them. OR K4 CO2
- 19 a) Evaluate Information Architecture (IA) in UX design and its principles, and assess its impact on content organization and user experience. K5 CO2
- b) Explain User Persona in UX design. OR K5 CO2
- 20 Justify the five stages of the Design Thinking Process with examples. K5 CO3

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Mid Semester Examinations - II -DECEMBER 2025

Programme/Year : MCA/I

Date : 01.12.2025

Course Name: ADVANCED UI AND UX DESIGN FOR DEVELOPERS **Course Code:** 25MCA1C20
Time : 3 Hours **Max. Marks:** 75

Section - A(10 X 01 = 10)

Answer all questions

- | | | |
|--|----|-----|
| 1) What is a wireframe? | K1 | CO3 |
| a. Fully designed page b. Basic layout blueprint
c. Backend diagram d. Final UI prototype | | |
| 2) What do low-fidelity wireframes primarily show in UI/UX design? | K2 | CO3 |
| a. Detailed styling b. Polished visuals
c. Rough layout d. High-quality image | | |
| 3) Infer the design tool that works entirely in a web browser and allows sharing a URL for real-time collaboration. | K2 | CO4 |
| a. Sketch b. Figma c. Adobe XD d. Balsamiq | | |
| 4) Determine which "fidelity" refers to in prototyping. | K2 | CO4 |
| a. Coding language b. Detail and realism
c. Development speed d. Number of screens | | |
| 5) Which vector-based prototyping tool supports UI design, prototyping, and collaboration? | K1 | CO4 |
| a. InVision Studio b. Sketchpad c. Paint.NET d. Adobe XD | | |
| 6) Which of the following is not one of the four parts of a microinteraction? | K1 | CO4 |
| a. Trigger b. Rule c. Feedback d. Typography | | |
| 7) Infer UI animation type guides users by showing which elements are clickable or tappable. | K2 | CO5 |
| a. Branding animation b. Scroll animation
c. Navigation animation d. Action-complete animation | | |
| 8) Determine the primary colors in digital (RGB) color theory. | K2 | CO5 |
| a. Red, Yellow, Blue b. Red, Green, Blue
c. Red, Blue, Black d. Orange, Green, Purple | | |
| 9) Name the term that refers to the pure form of a color without adding white, black, or gray. | K1 | CO5 |
| a. Tone b. Hue c. Value d. Contrast | | |
| 10) Interpret design system. | K1 | CO5 |
| a. Only color palettes b. Only grid and spacing rules
c. Principles, components, patterns, and guidelines
d. Only code components | | |

Answer either (a) or (b) in the following questions

Answer should not exceed 250 words)

- | | | |
|---|----|-----|
| 11) a) List some wireframe tools and explain Figma as a wireframe tool, including its pros and cons. | K1 | CO3 |
| OR | | |
| b) Define a wireframe. Compare low-fidelity and high-fidelity wireframes with suitable examples. | K1 | CO3 |
| 12) a) Explain the difference between low-fidelity and high-fidelity prototypes with suitable examples. | K2 | CO4 |
| OR | | |
| b) Demonstrate the role of Adobe XD as an interactive prototyping tool in creating interactive designs. | K2 | CO4 |

- 13) a) Explain the role of animation in UI/UX design and different types of animations used to enhance user experience. K2 CO4
- OR
- b) Interpret micro-interactions in UI/UX design with four key parts of a micro-interaction with suitable examples. K2 CO4
- 14) a) Identify design systems and frameworks in UI/UX. K3 CO5
- OR
- b) Construct typography in UI/UX design. Define kerning, tracking, leading, and whitespace, and provide an example. K3 CO5
- 15) a) Examine the concept of visual hierarchy in UI/UX design. Describe the size, color, contrast, and alignment influence user attention and experience. K4 CO5
- OR
- b) Classify the importance of collaboration between designers and developers in UI/UX projects. K4 CO5
- Section - C(05 X 08 = 40)**
- Answer either (a) or (b) in the following questions**
- (Answer should not exceed 500 words)**
- 16) a) Identify the process of various wireframing tools—Sketch, Figma, and Balsamiq. K3 CO3
- OR
- b) Make use of InVision, Adobe XD, and Figma tools in prototyping with an example. K3 CO3
- 17) a) Model the principles of UI design with examples. K3 CO4
- OR
- b) Identify the differences between animation and micro-interactions in UI/UX design with examples. K3 CO4
- 18) a) List the three levels of fidelity in prototyping low, medium, and high with examples. K4 CO4
- OR
- b) Classify the different methods of usability testing with examples. K4 CO4
- 19) a) Interpret color theory in UI/UX design and list the key elements of color theory. K5 CO5
- OR
- b) Determine the process of conducting usability tests and analyzing and reporting usability test results. K5 CO5
- 20) Determine the visual hierarchy in UI/UX design. Explain its key elements and guide user attention and improve usability. K5 CO5

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