



53

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

**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**

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

**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   |    |     |
|    | b) Demonstrate Usability Testing and its elements with examples.                               | K2 | CO1 |



- 13 a) Explain the differences between qualitative and quantitative research with example. K2 CO2

OR

- b) Illustrate the Competitive Analysis process. K2 CO2

- 14 a) Organize the differences between surveys and questionnaires in UX research. K3 CO2

OR

- b) Build a Competitive Analysis by outlining the key steps involved in conducting it, with examples. K3 CO2

- 15 a) Compare moderated and unmoderated usability testing with suitable examples. K4 CO3

OR

- b) Distinguish between User Interview and Usability Testing with example. 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

OR

- b) Identify the 10 principles of UI Design, with examples showing how each principle enhances user experience. K3 CO1

- 17 a) Identify and explain the six stages of User Journey Mapping with an example, and construct an Empathy Map K3 CO1

OR

- 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

OR

- b) Classify competitors in business and explain the competitive analysis process used to evaluate them. 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

OR

- b) Explain User Persona in UX design. K5 CO2

- 20) Justify the five stages of the Design Thinking Process with examples. K5 CO3

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53

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**THIPPAMPATTI, POLLACHI - 642 107**

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

**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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