Sri Sivasubramaniya Nadar College of Engineering, Kalavakkam - 603 110

(An Autonomous Institution, Affiliated to Anna University, Chennai) Department of Information Technology

Continuous Assessment Test – III

Question Paper

Degree & Branch	B. E - Common to CSE and EEE branches	Semester	VI		
Subject Code & Name	UIT1042 - User Interface Design (Open Elective)				
Time: 90 Minutes Date: 08.06.2022 - FN	Answer All Questions	Maximum:	50 Marks		

COI	Remembering, K2- Understanding, K3- Applying, K4- Analyzing, K5- Evaluating, K6 - Creating) Analyze and model requirements and constraints for the purpose of designing and implementing user interfaces for software applications				
CO2	Design and implement a user interface based on modelling or requirements specification				
CO3	Participate in a team to design and implement a user interface based on modelling or requirements specification.				

 $Part - A (5 \times 2 = 10 Marks)$

Mention the different ways to provide feedback for Dealing with Time Delays.	K1	COI	1.4.1
What are the yardsticks to design a Successful Icon?	K1	CO2	2.2.1
Differentiate system message and instructional message with an example.	K1	CO2	1.4.2
State the design guidelines for tooltips.	K2	COI	1,4.2
List the advantages and disadvantages of cognitive walkthrough.	K2	CO1	1.4.1
What are the traits of text color in web pages?	K2	COI	2.2.1
	Mention the different ways to provide feedback for Dealing with Time Delays. What are the yardsticks to design a Successful Icon? Differentiate system message and instructional message with an example. State the design guidelines for tooltips. List the advantages and disadvantages of cognitive walkthrough.	Mention the different ways to provide feedback for Dealing with Time Delays. What are the yardsticks to design a Successful Icon? Differentiate system message and instructional message with an example. State the design guidelines for tooltips. K1 K2 List the advantages and disadvantages of cognitive walkthrough.	Mention the different ways to provide feedback for Dealing with Time Delays. What are the yardsticks to design a Successful Icon? Differentiate system message and instructional message with an example. K1 CO2 State the design guidelines for tooltips. K2 CO1 List the advantages and disadvantages of cognitive walkthrough.

 $Part - B (3 \times 6 = 18 Marks)$

7	A UI team is assigned for designing the user interface for online shopping website. Mention the possible conditions to be taken care of related to text for its web pages.	К3	CO2	2.1.1
8	What are icons? What are the different kinds of icons as per Rogers and Marcus for designing a placing them in a UI?	KI	CO2	2.2.1
9	Elaborate on the design guidelines for a wizard through a case study.	K3	CO2	2.1.1

Part – C $(2 \times 10 = 20 \text{ Marks})$

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10	A VR developer wants to design a virtual aerospace platform. Mention the guidelines to be followed by the UI design team to provide effective feedback, guidance and assistance to users by citing its relevant importance.	К3	CO1	2.1.1
	OR			
11	What are the purposes of implementing Internationalization & Accessibility in UI design? Explain the various procedures to be followed to break the cultural barriers and showcase a universal UI through a case study.	K3	CO2	2.1.1
12	Explain how the web portal organizes the layout windows and pages for an online train ticket reservation system.	К3	CO3	2.1.1
	OR			
13	Consider a device that can perform voice assistance feature for visually impaired people. Elaborate the different testing strategies and kinds of test need to be incorporated for a seamless usage of the device.	K3	CO2	2.1.1
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