

CBCS SCHEME



15CS832

Eighth Semester B.E. Degree Examination, July/August 2022

Modern Interface Design

Time: 3 hrs.

Max. Marks: 80

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Interpret the term user interface. Bring out atleast six advantages and disadvantages of Graphical User Interface. (08 Marks)
- b. Bring out the comparison of printed page versus web page. (08 Marks)

OR

- 2 a. Discuss in detail the need and essential features of direct manipulation and indirect manipulation for graphical systems. (08 Marks)
- b. Briefly elaborate the general principles of User Interface Design (any 8). (08 Marks)

Module-2

- 3 a. List out the common pitfalls required in development path of the design process. Also, interpret the five commandments in designing for people. (08 Marks)
- b. Summarize the common usability problems in Web Based Systems (any 8) (08 Marks)

OR

- 4 a. Describe in detail, the important human characteristics in User Interface Design. (08 Marks)
- b. Elaborate the guidelines for designing the conceptual models. (08 Marks)

Module-3

- 5 a. Interpret the structure of Menus with a neat diagram (any four). (08 Marks)
- b. Illustrate at least four guidelines to be followed in phrasing of menus during the development of system menus. (08 Marks)

OR

- 6 a. Represent the various kinds of Graphical menus and explain any two in detail. (08 Marks)
- b. Summarize the components of a web Navigation system with illustration. (08 Marks)

Module-4

- 7 a. Summarize the various characteristics of a window. (08 Marks)
- b. Identify the different windows management schemes? Illustrate any two of schemes. (08 Marks)

OR

- 8 a. Bring out the advantages and disadvantages of Frames in Web Systems. (08 Marks)
- b. Summarize in detail about the types of windows with suitable examples (any four). (08 Marks)

Module-5

- 9 a. What are operable controls? Summarize usage of buttons along with their advantages and disadvantages. (08 Marks)
- b. Illustrate cognitive walk throughs, think aloud evaluations and usability tests conducted in User Interface Design. (08 Marks)

OR

10 a. Interpret the following controls with a suitable example for each:

- (i) Check boxes.
- (ii) Tools tips.
- (iii) Progress indicators.
- (iv) Date-picker

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(08 Marks)

b. Illustrate any two types of testing prototypes used in User Interface Design.

(08 Marks)

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