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18MCA552

## Principles of User Interface Design

Time: 3 hrs.

Max. Marks: 100

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

		Module-1	
1	a.	What are the five measurable human factors are control to evaluation? Explain.	(10 Marks)
	b.	Briefly explain the concept of motivations in human factors in design.	(10 Marks)
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		OR	
2	a.	Explain the concepts of principles in PUID.	(10 Marks)
	b.	Briefly explain the concepts of Goals of our profession.	(10 Marks)
		City City	
		Module-2	
3	a.	Explain the different stage of LUCID.	(10 Marks)
	b.	Explain the concept of Ethnographic observation.	(10 Marks)
Ä		OR  Finals in the sequence development in PUID	(10 Marks)
4	a.	Explain the scenario development in PUID.	(10 Marks)
	b.	Explain the variety of expert-reviews methods.	(10 Marks)
		Module-3	
5	a.	Explain any five advantages of WYSIWYG word and processor.	(10 Marks)
~	b.	Explain OAI model explanation of direct manipulation.	(10 Marks)
		OR.	
6	a.	Explain five challenges of programming in User Interface (PITUI).	(10 Marks)
	b.	Explain Marcus applies semiotics as a guide to four levels of icons design.	(10 Marks)
		Module-4	(10 7 / 1 )
7	a.	Explain direct control pointing devices and comparisons of pointing devices.	(10 Marks)
	b.	Explain Filt's law in pointing devices.	(10 Marks)
		OR	
8	9	Explain limitations of short-term and working memory in theoretical foundation.	(10 Marks)
o	b.	What are the primary factors influences user's expectations and attitudes regarding	
	U.	time?	(10 Marks)
**		Module-5	
9	a.	Briefly explain the concept of reading from paper versus from display.	(10 Marks)
	b.	Explain with a neat diagram, use of the OAI model to design manuals.	(10 Marks)
		O'	
200		OR	
10	a.	Which are the great attraction to making technical manuals available on the composition	uter. (10 Marks)
	b.	Briefly explain the concept of online tutorials demonstrations and animations.	(10 Marks)
	J.	Differry explain the concept of offinite tatorials demonstrations and animations.	()

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