USN

Eighth Semester B.E. Degree Examination, Jan./Feb. 2023
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.   Explain in importance and benefits of good user interface design.   (06 Marks)
    b.   Differentiate graphical user interface and web pages.   (08 Marks)
    c.   Compare the characteristics of Intranet vs Internet.   (06 Marks)

OR

2   a.   Discuss general principles of user interface design.   (08 Marks)
    b.   Define objects in graphical systems. Differentiate between applications and data orientation.
                                                                                     (06 Marks)
    c.   Discuss the concept of in direct manipulation of GUI.   (06 Marks)

Module-2

3   a.   Explain obstacles and pitfalls in development path of the design process.   (10 Marks)
    b.   Discuss in detail the importance of human characteristics in user interface design.   (10 Marks)

OR

4   a.   Explain the guidelines for designing conceptual models.   (08 Marks)
    b.   Discuss few significant indirect techniques for determining business requirements.
                                                                                     (12 Marks)

Module-3

5   a.   Discuss Mack toggles or settings and toggle menu items while selecting menu choice.
                                                                                     (10 Marks)
    b.   Describe various components of web navigation systems.   (10 Marks)

OR

6   a.   Explain keyboard equivalents accelerators while phrasing the menu.   (10 Marks)
    b.   Discuss various elements of menu contents.   (10 Marks)

Module-4

7   a.   Explain various components of the window.   (12 Marks)
    b.   Distinguish between single document interface and multiple document interface schemes of
         windows management.   (08 Marks)

OR

8   a.   Discuss various constraints in windows system design.   (08 Marks)
    b.   Write a note on the following:
         i) Joystick   ii) Light pen   iii) Graphics tablet.   (12 Marks)

Module-5

9 a. Explain check boxes and palettes of selection controls. **(08 Marks)**
   b. Explain hand sketches and scenarios and interactive paper testing prototypes used in user interface design. Also compare various prototypes. **(12 Marks)**

OR

10 a. Explain any three presentation controls. **(10 Marks)**
   b. Discuss Heuristic evaluation and cognitive walkthroughs test conducted in user interface design. **(10 Marks)**

* * * * *