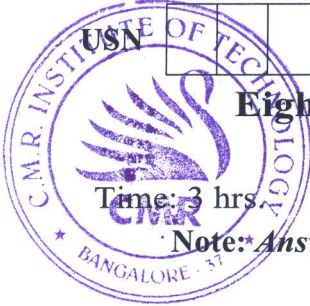15CS832

USN

Eighth Semester B.E. Degree Examination, June/July 2023
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. Define user interface. Explain the concept of direct manipulation. (06 Marks)
    b. Explain any ten advantages of graphical systems. (10 Marks)

OR

2   a. Explain in detail the characteristics of Graphical user Interface. (08 Marks)
    b. Write any eight differences between Graphical user Interface and webpage design. (08 Marks)

Module-2

3   a. Explain the pitfalls in development path of the design process. Also, briefly explain the five commandments to eliminate such pitfalls in design process. (10 Marks)
    b. Define usability. Explain the objective criteria for measuring usability. (06 Marks)

OR

4   a. Describe in detail, the important human characteristics in user interface design (any five). (10 Marks)
    b. List the techniques for determining the user requirements using indirect methods (any six). (06 Marks)

Module-3

5   a. Explain in brief the formatting of menus with illustrations. (10 Marks)
    b. What are the functions of menus? Explain. (06 Marks)

OR

6   a. Discuss on the website navigation problems. (06 Marks)
    b. List all kinds of graphical menus. What are the advantages and disadvantages of cascading menus? (10 Marks)

Module-4

7   a. What are the constraints in window system design? Explain. (08 Marks)
    b. Briefly explain the components of a window. (08 Marks)

OR

8   a. Explain : i) Overlapping windows   ii) Primary windows. (08 Marks)
    b. What are device-based controls? Explain any two device-based controls with their advantages and disadvantages. (08 Marks)

Module-5

9   a. What are Operable controls? Explain purpose of buttons with its advantages, disadvantages and usage. (10 Marks)
    b. Explain design guidelines of Task – oriented help. (06 Marks)

OR

10 a. Define Internationalization. List out the factors to achieve localization. (06 Marks)
    b. Define Icons. Explain the influences on icon usability. (10 Marks)

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