



KINGS
COLLEGE OF ENGINEERING



DEPARTMENT OF INFORMATION TECHNOLOGY

QUESTION BANK

Sub.Code/ Name : CS1014 – USER INTERFACE DESIGN
Year / Sem : IV / VIII

UNIT-I
USER INTERFACE BASICS
PART – A (2 MARKS)

1. Define User Interface? What are the two components in User Interface?
2. What is meant by HCI?
3. Define Pick and Click Interaction?
4. What is an object? Explain its types?
5. Define Property Attribute Specification? Explain its Sequence?
6. What is User Assistance in Web Interface Design?
7. Write a note on consistency?
8. Explain the Types of Compatibility?
9. What is meant by Transparency?
10. Explain five ways to provide Simplicity?
11. Mention some characteristics of Direct Manipulation System.
12. Justify why direct manipulation is not feasible for all screen objects and actions.
13. Mention the characteristics of GUI.
14. What are container objects?
15. Define view.
16. What is web interface design?
17. Differentiate GUI and Web Page Design.

PART –B (16 MARKS)

1. Explain briefly about the Characteristics of GUI. (16)
2. Mention the Advantages and Disadvantages of GUI in detail. (16)
3. Write a detail note on Characteristics of Web User Interface. (16)
4. Explain the general principles of User Interface Design. (16)
5. Explain the characteristics of intranet and internet. (16)

UNIT-II
INTERFACE DESIGN
PART-A (2-MARKS)

1. What is meant by Visual Acuity?
2. What is meant by Short Term and Long Term Memory?
3. Explain direct method in requirement analysis?
4. Explain indirect method in requirement analysis?
5. Write a note on Grouping?
6. What are the perceptual principles used to create functional grouping?
7. List the guidelines to be followed for Scrolling and paging.
8. List the guidelines to be followed for font styles and weight.
9. What is meant by Auto Skipping?
10. List the Intranet design guidelines.
11. List the Extranet design guidelines.
12. What are the guidelines to be followed to design a pie chart?
13. List the technology considerations in Interface design.
14. List the guidelines to be followed for Tables.
15. What are the advantages and disadvantages of Pull-down Menu?
16. What are the advantages and disadvantages of Cascading Menu?

PART –B (16 MARKS)

1. Explain the importance of human consideration in UI design with suitable example? (16)

2. What are the important human Characteristics that influence the Interface Design process? Discuss. (16)
3. What is requirement analysis? What are the methods involved in it? What is the impact of it on UI design? (16)
4. Discuss the process involved in understanding the user's mental model in detail. (16)
5. What are the guidelines to be followed while designing a Conceptual model? Explain. (16)
6. List the qualities that provide a visually pleasing composition for the screen design and discuss. (16)
7. Explain briefly about the Structure of Menus and how they can be phrased. (16)
8. Define and explain the components of Statistical Graphics. (16)
9. Explain the types of Statistical Graphics? (16)
10. Discuss briefly about Navigating Menus? (16)
11. Explain the Kinds of Graphical Menu? (16)

UNIT –III
INTERFACE CHARACTERISTICS
PART-A (2-MARKS)

1. Define Window.
2. Mention the characteristics of Windows.
3. What is known as Unfolding Window?
4. What are the advantages and disadvantages of Multiple Document interface?
5. What are the general guidelines for window Operations?
6. What are the characteristics of device based Controls?
7. What are the advantages & disadvantages of Buttons?
8. Write a note on Keyboard Guidelines?
9. What are the advantages & disadvantages of drop-down box?
10. What is known as Balloon Tips?
11. What is meant by Sample box?
12. Write a note on Scrolling Tickers?

PART-B (16 MARKS)

1. Explain briefly about the presentation styles of window. (16)
2. Discuss briefly about the types of windows. (16)
3. Write a note on Organizing Window Functions. (16)
4. Explain the types of Device Based Controls and also mention the guidelines for selecting the proper device-based controls. (16)
5. Explain the types of Operable Controls. (16)
6. Explain the types of Presentation Controls. (16)
7. Explain guidelines for selecting the proper controls. (16)

UNIT-IV
WEB PRESENTATION
Part-A (2-MARKS)

1. What is a message? What are the types of Message?
2. Write a note on Message box controls?
3. What is meant by instructional message?
4. What is meant by response time?
5. What is known as earcons?
6. Explain the purpose of Hints?
7. What is known as Accessibility?
8. What is known as Cognitive Disabilities?
9. What is known as icons?
10. What is the purpose of task oriented help?
11. What is the purpose of wizards?
12. List the guidelines of accessibility design?
13. What are the advantages and disadvantages of image maps?

PART –B (16 MARKS)

1. Write a note on writing Message Box Text. (16)
2. What is Text? Write a note on presenting text and writing text? (16)

3. Discuss briefly about text on web pages. (16)
4. Write a note on providing the proper feedback. (16)
5. Write a note on Guidance and Assistance. (16)
6. Explain the types of Disabilities. (16)
7. Explain Kinds of Icons, Characteristics of icons and Choosing Icons. (16)
8. Write a note on Organization Guidelines. (16)
9. Discuss briefly about windows Guidelines and Web page Guidelines. (16)

UNIT-V
LAYOUT TESTING
PART-A (2-MARKS)

1. What is the purpose of Usability test?
2. What are the importances of usability test?
3. What is meant by prototypes?
4. What are the advantages and disadvantages of hand sketches?
5. Write a note sketch creation process?
6. What is meant by heuristic evaluation process?
7. What is known as Think-Aloud Evaluations?
8. What are the advantages and disadvantages of cognitive walkthroughs?
9. Write a note on Focus Group?
10. How to evaluate the working system?

PART –B (16 MARKS)

1. Write a note on Scope of Testing. (16)
2. Write a note on information Search. (16)
3. Explain the different kinds of test in detail. (16)
4. What are the steps for developing and conducting test? (16)
5. Explain WWW with example. (16)
6. Discuss briefly about Software tools. (16)
7. Explain the prototypes of Layout design. (16)