**ST.JOSEPH COLLEGE OF ENGINEERING**

**SRIPERUMBUDUR**

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

**SUBJECT NAME: USER INTERFACE DESIGN YEAR/SEM:IV/VII**

**UNIT-I**

**PART –A (Two Mark Questions)**

1. What is meant by Human-computer interaction?
2. What are the benefits of good design?
3. What is meant by GUI?
4. Mention any 2 advantages of graphical system?
5. What are visually presented elements in a graphical system?
6. Define pick and click interaction?
7. Define Visualization.
8. What is an object and its types?
9. Define property/attribute specification and explain its sequence.
10. What are the goals of web interface design?
11. What is meant by web interface design?
12. What are the similarities between GUI and web interface design?
13. Write any 2 differences between GUI and Webpage design.
14. Write any 2 differences between Printed page versus Web pages?
15. Differentiate the term Internet, Intranet and Extranet.
16. Mention any 2 difference between Intranet versus the Internet?
17. What is meant by transparency?
18. Define user interface? What are the components of user interface.
19. What are the five ways to provide simplicity?
20. How can you evaluate the popularity of the web user interface?
21. State some features which affect popularity of web user interface.
22. Difference between direct and indirect manipulation

**PART –B (16 MARKS QUESTIONS)**

1. Explain briefly about the Characteristics of GUI?

Refer page no:-5

1. Mention the Advantages and Disadvantages of GUI in detail?

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1. Write a detail note on Characteristics of Web User Interface?

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1. Explain the general principles and characteristics of User Interface Design?

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1. Explain the characteristics of intranet and internet? Mention its difference?

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1. Compare and contrast GUI and Web interface.

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1. Compare characteristics of printed page and web page.

Refer page no:-11

**UNIT-II**

**PART –A (Two Mark Questions)**

1. List common obstacles and pitfalls in interface design
2. Give the five commandments for the people to give a good design
3. Define Usability
4. List Down common Usability Problems
5. List the team members of design process
6. State Fitts law?
7. What is perception ?
8. List the characteristics of perception?
9. List the difference between long term memory and short term memory?
10. What is sensory storage?
11. Define visual acuity?
12. List out various average human interaction speed.
13. List down the general steps to be performed during business analysis.
14. List the guidelines for designing conceptual model?
15. Define Metaphor.
16. Give the values of design and standards.

**Part – B**

1. Explain the importance of usability with its measures.
2. What are the obstacles encountered in user interface design process? Discuss the impact of human characteristics in design with suitable example.
3. Is human considerations in design is important. Justify.
4. Write a detailed note on requirement analysis with regard to user interface.
5. Is guidelines and standard important to good design? Explain.
6. Explain why human characteristics are considered in screen design.
7. Discuss in detail about structure and functions of menu with suitable illustrations.
8. Explain about content and types of menu.