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18CS734

Seventh 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. Define User Interface. Discuss the benefit of good design. **(10 Marks)**
  b. Discuss the characteristics of the Graphical User Interface. **(10 Marks)**

OR

2 a. Compare GUI versus Web Page Design with respect to Devices, Data, Presentation Elements, Navigation, User tasks. **(10 Marks)**
  b. Discuss the following general principles of user interface
     i) Aesthetically pleasing   ii) Compatibility   iii) Consistency
     iv) Control   v) Simplicity. **(10 Marks)**

Module-2

3 a. List and explain common usability problems in graphical systems. **(10 Marks)**
  b. Discuss any five Human characteristics in interface design. **(10 Marks)**

OR

4 a. Explain Indirect methods of requirement determination in Business Function. **(10 Marks)**
  b. Discuss briefly the guidelines for designing conceptual models. **(10 Marks)**

Module-3

5 a. List and explain different structures of Menus with suitable diagrams. **(12 Marks)**
  b. Discuss Functions and content of Menus. **(08 Marks)**

OR

6 a. Explain the purpose, advantages, disadvantages, guidelines to be followed in designing following menu choices. i) Mark Toggles ii) Toggled Menu Items. **(08 Marks)**
  b. Discuss in detail the following Graphical menus
     i) Pull – Down Menu   ii) Cascading Menus   iii) Popup Menus. **(12 Marks)**

Module-4

7 a. List and discuss in different ways, windows are useful. **(12 Marks)**
  b. Explain filed windows, overlapping windows, and cascading windows their advantages and disadvantages. **(08 Marks)**

OR

8 a. Explain model and modeless and cascading and unfolding windows. **(08 Marks)**
  b. Explain the following with respect to windows
     i) frame   ii) Window sizing Buttons   iii) Scroll bars   iv) Split box. **(08 Marks)**
  c. Describe Joystick with advantages and disadvantages. **(04 Marks)**

Module-5

9 a. Explain different command button guide lines. **(12 Marks)**
  b. Describe check boxes, list boxes, palettes with advantages and disadvantages. **(08 Marks)**

OR

10 a. List common presentation controls and discuss any four of them. **(08 Marks)**
   b. Explain the following kinds of tests
      i) Cognitive walk through   ii) Think-Aloud Evaluations   iii) Usability Test. **(12 Marks)**

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