**SWARNANDHRA COLLEGE OF ENGINEERING & TECHNOLOGY**

DEPARTMENT OF MASTER OF COMPUTR APPLICATIONS

**IV SEMESTER**

SUBJECT: Human Computer Interaction Subject Code: 16MC4TE1

Regulation: R16

**UNIT-I**

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| 1. | Explain the importance of user interface and the benefits of good design. |  |
|  | a) Explain the advantages of graphical systems. |  |
|  | b) Explain the characteristics of a web interface. |  |
| 3. | Is there any difference between the designing of a web page and GUI? If so |  |
|  | explain them in detail. |  |
| 4. | Define user interface. Explain the benefits of good design. |  |
| 5. | a) Explain the Principles of user interface design. |  |
|  | b) Write a short note on the usability assessment in the design process. |  |
| 6. | What is meant by graphical system? Explain the characteristics |  |
|  | of graphical system. |  |
| 7. | Success of a product/project depends on effective user interface. Discuss. |  |
| 8. | a) Discuss the concept of “Direct manipulation” for graphical systems. |  |
|  | b) Briefly explain the general principles of user interface design. |  |
| 9. | a) What are the problems that are associated in designing the user interface? |  |
|  | b) Write the characteristics of an Intranet versus the Internet. |  |
| 10. a) Define HCI. |  |
|  | b) Define User interface. |  |
|  | c) What is direct manipulation? |  |
|  | d) Expand “WYSIWYG”. |  |
|  | e) Why graphics are popular? |  |

**UNIT-II**

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| 1. | Briefly explain about visually pleasing composition concept in screen design. |  |
| 2. | Write a short note on the usability assessment in the design process. |  |
| 3. | a) Discuss about human interaction speeds. |  |  |  |
|  | b) What is meant by basic business function? Explain with example. |  |
| 4. | Explain in detail about the important human characteristics in design. |  |
| 5. | Explain briefly about how to distract the screen user. |  |  |  |
| 6. | What is the interface design process and discuss a variety of attributes that |  |
|  | have an important influence on interface and screen design? |  |
| 7. | a) What are the goals of a screen design? |  |  |  |
|  | b) What are the display/read-only screens? |  |  |  |

8.Explain the guidelines for presenting information simply and meaningfully on screens.

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| 9.What are the commandments in the designing? Explain the Myth in usability Assessment |  |
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| 10.a) What is visual acuity? |  |
| b) Differentiate performance versus preference |  |
| c) What is metaphor? |  |
| d) What is the opposite of predictability? Show the difference in  |  |
| diagrammatic view. |  |
| e) Define Paging. |  |

**UNIT –III**

1 a) Discuss about the phrasing of the menu.

 b) What are Window operations? Explain.

 c) Explain about the selection of proper device-based controls.

2 a) What are Window characteristics?

 b) How to format on Menus? Explain.

3 a) What are structures of menus? Explain.

 b) Describe various types of Windows.

4 a) What are the Window operations? Explain.

 b) Explain about the components of a Window.

5 a) With neat diagrams, Explain various structures of menus.

 b) Explain the various types of windows with suitable examples.

6 a) What is a menu? Why menus are important and also Explain the functions of

 menus.

 b) Write about various window presentation styles.

7 a) What are the various components of a window? Explain.

 b) Discuss the technical issues and problems in web site navigation.

8 Explain in brief about Device-based controls and Screen-based controls? Give the

 guidelines for selecting the proper controls in screen design.

9 Give the advantages and dis advantages of kinds of Graphical menus?

10 Explain about

a) Structure of Menus

b)Functions of menus

c)Content of menus

d)Types of windows

**UNIT –IV**

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| 1. | Explain the characteristics of device based controls. |  |
| 2. | Explain in detail about Text Entry/Read-only controls. |  |
| 3. | a) How to select the device based controls. Explain in detail. |  |
|  | b) What are Operable controls? Give example. |  |
| 4. | What are the selection controls? Explain in detail. |  |
| 5. | What is mean by Combination Entry? Describe how these controls are selected. |  |
| 6. | Difference between Drop-down and Pop-Up Combo boxes? |  |
| 7. | Explain about the Customer Controls with suitable example. |  |
| 8. | a) Explain about Palettes, List Boxes and List View controls. |  |
|  | b) Difference between Radio Button and Check boxes. |  |
| 9. | Explain in detail Spin Boxes and Combo Boxes. |  |
| 10 | a) Define Text Entry |  |
|  | b) Explain Operable controls |  |
|  | c) Combination Entry |  |
|  | d) Write about Drop-down |  |
|  | e) Explain about Palettes |  |

**UNIT –V**

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| 1 a) How to choose colors? Explain. |  |
|  | b) Explain the following with respect to Icons: |  |
|  | (i) Types (ii) Characteristics (iii) Usability (iv) Choosing |  |
| 2 a) What is an Icon? Explain different icons in detail. |  |
|  | b) Explain about the text for Web pages. |  |
|  | c) Describe choosing colors for statistical graphical screens. |  |
| 3 | a) Discuss about components of Multimedia. |  |
|  | b) Explain in detail about choosing colors. |  |
| 4 a) Briefly discuss about creation of meaningful graphics, icons and images. |  |
|  | b) What is a color? What are color uses? What are the possible problems with |  |
| 5 |  | Colors? |  |
| a)  Give the guidelines for selecting images in designing icons. |  |
|  | b)  Write the various factors that must be considered in choosing colors for |  |
|  |  | Information. |  |
| 6 a) | Explain scope of testing? |  |

1. What is an Icon? What are the types of Icons? What are the characteristics of

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|  | Icons and list the factors that influence icon’s usability. |  |
| 7 | Discuss in detail various issues involved in designing an icon. |  |
| 8. | Explain the purpose and importance of usability testing. |  |
| 9. | What is prototype and explain about kinds of tests. |  |
| 10.a) Write about Icons |  |
|  | b) Write about color uses |  |
|   |  c) Describe about Multimedia |  |
|  | d) Write about usability Test |  |
|  | e) Write about Kinds of Tests |  |