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| **P.V.P Siddhartha Institute of Technology** | **Signature of Invigilator with date:** | **Marks Obtained:** |
| **Department of Computer Science and Engineering** |
| **Course: B.Tech** | **Year: IV** | **Semester: I** | **Objective: II** |
| **Regulation:PVP20** | **Maximum Marks:10Marks** | **Session: F.N** |
| **A.Y:2023-2024** | **Date:** | **Duration: 20 min** |
| **Subject Code: 20CS4703C** | **Subject Name: USER INTERFACE DESIGN** |
| **Registered Number:** | **Name:** |
| **Answer all the Questions. Each Question carries ½ Mark 20×½ M=10M** |
| **S.No** | **Question** | **CO** | **Level** | **Answer**  |
| **1.** | **Assist in navigation through a screen by** | **CO1** | **L2** | **D** |
| **a)** Aligning | **b)** Grouping | **c)** Line Borders | **d)**All of the above |
| **2.** | **Separate vertically arrayed grouping with subtle solid lines** | **CO1** | **L2** | **A** |
| **a)** Line separator | **b)**Line alignment | **c)** Vertical lines | **d)** Group alignment |
| **3.** | **Divide information into units that are logical, meaningful and sensible** | **CO1** | **L1** | **D** |
| **a)** Aligning | **b)** Navigation | **c)** Grouping | **d)** Ordering Screen data |
| **4.** | **Avoid the paging to determine the page contents** | **CO1** | **L1** | **A** |
| **a)** Scrolling | **b)** Paging | **c)** Focus | **d)** Emphasis |
| **5.** | **A Split Box is sometimes referred to as a** | **CO1** | **L2** | **C** |
| **a)** Panes | **b)**Rulers | **c)** Split bar | **d)** Scroll bar |
| **6.** | **Screen Based controls, often simply called -------and sometimes called --------------** | **CO1** | **L1** | **D** |
| **a)** Widgets, commands | **b)**Commands, Controls | **c)** Operators, Controls | **d)** Controls, Widgets |
| **7.** | **An active window should represent an independent function or application is**  | **CO1** | **L1** | **B** |
| **a)** Secondary | **b)** Primary | **c)** Modal | **d)** Modeless |
| **8.** | **------------------ Menu is used to remind the user of the functions,commands,applications and choices**  | **CO1** | **L2** | **C** |
| **a)** Popup Menu | **b)** push up menu | **c)** Iconic menu | **d)** cascading menu |
| **9.** | **Device-based controls, often called -------------are the mechanisms through which people communicate their desires to the system** | **CO1** | **L1** | **B** |
| **a)** output devices | **b)** Input devices | **c)** Both Input & Output | **d)** Selective devices |
| **10.** | **----------- Often used to represent objects and actions with which users can interact with or that they can manipulate.** | **CO1** | **L1** | **D** |
| **a)** Messages | **b)** Words | **c)** Links | **d)** Icons |
| **11.** | **Some palette editors use a convention based on the Munsell method of colour notation called** | **CO1** | **L2** | **B** |
| **a)** Color | **b)** HSV | **c)**RGB | **d)** Dithering |
| **12.** | **How the icons are physically produced and depicted is called** | **CO1** | **L2** | **C** |
| **a)** Semantics | **b)** Syntactic | **c)** Pragmatics | **d)** Iconic |
| **13.** | **-----------------can be used to enhance textual explanations of objects changing over time.** | **CO1** | **L2** | **D** |
|  | **a)** Photograph  | **b)** Audio | **c)** Diagrams | **d)** Animations |
| **14.** | **Syntactic refers to**  | **CO1** | **L2** | **A** |
| **a)** Icon’s physical structure | **b)** Icon’s meaning | **c)** Icon’s synonym | **d)**Icon’sproduction |
| **15.** | **----------------- is often used to create a gray scale when only black and white pixels are available to work with** | **CO1** | **L2** | **A** |
| **a)** Dithering | **b)**HSV | **c)** RGB | **d)** Color |
| **16.** | **------------------ are slight concave surface** | **CO1** | **L1** | **B** |
| **a)** Function | **b)** Keys | **c)**Layout | **d)**Cursors |
| **17.** | **Example of Direct control pointing devices** | **CO1** | **L2** | **A** |
| **a)**Mouse | **b)**Track Ball | **c)**Joy Stick | **d)**Touch Screen |
| **18.** | **------------------ Keys can reduce number of keystrokes and Errors** | **CO1** | **L1** | **A** |
| **a)** Function | **b)** Cursor Movement | **c)** Numeric | **d)** Alphabetic |
| **19.** | **------------------ Keys are important for form fill in and direct manipulation.** | **CO1** | **L1** | **B** |
| **a)** Function | **b)** Cursor Movement | **c)** Numeric | **d)** Alphabetic |
| **20.** | **A scale exhibiting degrees of a quality on a continuum is called** | **CO1** | **L1** | **D** |
| **a)** Spin Box | **b)**List Box | **c)**Palette | **d)**Slider |