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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’s  production | |
| **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 | |