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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: I** | | | |
| **Regulation:PVP20** | | **Maximum Marks:10Marks** | | | | | | | | | **Session: F.N** | |
| **A.Y:2023-24** | | **Date:13-09-23** | | | | | | **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.** | **What is the benefit of Good Design?** | | | | | | | | | | | | | **CO1** | **L1** | **D** |
| **a)** Positive Effect | | **b)** Performance | | | | **c)** Success | | | | | **d)** All of the above | |
| **2.** | **What are the main functions of GUI?** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)** Pointing &Selecting | | **b)** Selecting & Executing | | | | **c)** Pointing & Editing | | | | | **d)** None | |
| **3.** | **What interaction paradigm did the Xerox Star use?** | | | | | | | | | | | | | **CO1** | **L1** | **D** |
| **a)**Conversation | | **b)** Knowledge of a physical desktop | | | | **c)** Embedded computing | | | | | **d)** Windows, Icons, Menus, and Pointer | |
| **4.** | **First stage of visual perception process of human is** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)** physical reception of stimulus | | **b)** processing and interpretation of stimulus | | | | **c)** storing of stimulus | | | | | **d)** response to the stimulus | |
| **5.** | **----------- is an intermediatery between users and computers** | | | | | | | | | | | | | **CO1** | **L1** | **C** |
| **a)** Key Board | | **b)** Mouse | | | | **c)**Monitor | | | | | **d)**CPU | |
| **6.** | **Printed pages are immensely ----------- to web pages in rendering in Page rendering.** | | | | | | | | | | | | | **CO1** | **L1** | **C** |
| **a)** Inferior | | **b)** Down | | | | **c)**Reversed | | | | | **d)**Superior | |
| **7.** | **What establishes the profile of end-users of the system** | | | | | | | | | | | | | **CO1** | **L1** | **B** |
| **a)**Design model | | **b)** user’s model | | | | **c)**System Image | | | | | **d)**Mental Image | |
| **8.** | **\_\_\_\_ is a user interface that allows users to interact with graphical objects and pointing devices.** | | | | | | | | | | | | | **CO1** | **L1** | **C** |
| **a)** HCI | | **b)**PCI | | | | **c)**GUI | | | | | **d)**UI | |
| **9.** | **The capacity of the eye to resolve details is called \_\_\_\_\_\_.** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)**Visual acuity | | **b)** foveal vision | | | | **c)** peripheral vision | | | | | **d)** Buffer | |
| **10.** | **\_\_\_\_\_ is our awareness and understanding of the elements and**  **objects of an environment** | | | | | | | | | | | | | **CO1** | **L1** | **B** |
| **a)** Proximity | | **b)** Perception | | | | **c)** Matching | | | | | **d)** Resemblance | |
| **11.** | **\_\_\_\_\_\_ is the cognitive process that allows people to understand.** | | | | | | | | | | | | | **CO1** | **L1** | **C** |
| **a)** Pointing devices | | **b)** Composition | | | | **c)**Visualization | | | | | **d)** Constraints | |
| **12.** | **Graphic screen assumed as------------ look** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)** 3-D | | **b)** 2-D | | | | **c)** 1-D | | | | | **d)** 4-D | |
| **13.** | **\_\_\_\_\_ is used to focus directly on something** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)** foveal vision | | **b)** peripheral vision | | | | **c)** Visual acuity | | | | | **d)** Buffering | |
| **14.** | **The primary interactive method of communication used by human is ……** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a) Reading** | | **b)Writing** | | | | **c)Speaking** | | | | | **d)Listening** | |
| **15.** | **In virtual reality which of the senses cannot currently be portrayed?** | | | | | | | | | | | | | **CO1** | **L1** | **D** |
| **a)**Touch | | | **b)**Hearing | | | **c)**Sight | | | | | **d)**Smell | |
| **16.** | **Navigating printed materials is as simple as \_\_\_\_\_\_** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)** page turning | | **b)** page resolution | | | | **c)**Page offset | | | | | **d)**Page elements | |
| **17.** | **\_\_\_\_\_\_ is distracting, competes for the screen user's attention** | | | | | | | | | | | | | **CO1** | **L1** | **C** |
| **a)**Voice | | **b)**Signal | | | | **c)**Noise | | | | | **d)**None of these | |
| **18.** | **\_\_\_\_\_\_ greatly aids Learning** | | | | | | | | | | | | | **CO1** | **L1** | **D** |
| **a)** Conceptual | | **b)**Closely | | | | **c)**Clearly | | | | | **d)**Consistency | |
| **19.** | **Screen Navigation should be obvious and \_\_\_\_\_\_ to accomplish** | | | | | | | | | | | | | **CO1** | **L1** | **D** |
| **a)** Very Easy | | **b)**Difficult | | | | **c)**Very Difficult | | | | | **d)** Easy | |
| **20.** | **Divide information into units that are ------------and meaningful** | | | | | | | | | | | | | **CO1** | **L1** | **A** |
| **a)**Logical | | **b)**Comparable | | | | | **c)**Close | | | | **d)**open | |