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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:2024-25** | **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.** | **What is the benefit of Good Design?** | **CO1** | **L1** | **D** |
| **a)** Positive Effect | **b)** Success | **c)** Both A & B | **d)** None of the above |
| **2.** | **What are the main functions of GUI?** | **CO1** | **L1** | **C** |
| **a)** Pointing & Editing  | **b)** Selecting & Executing | **c)** Pointing & Selecting | **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.** | **User interface, design is a subset of a field of study called** | **CO1** | **L1** | **B** |
| **a)** MMI | **b)** HCI | **c)** UID | **d)** None |
| **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** | **C** |
| **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 |