USN

Seventh Semester B.E. Degree Examination, June/July 2013

User Interface Design

Time: 3 hrs. Max. Marks: 100

Note: Answer FIVE full questions, selecting at least TWO questions from each part.

		PART - A		
1	a.	Explain with an example, the different goals of system engineering.	(10 Marks)	
	b.	List all the stages of action models.	(04 Marks)	
	c.	Explain how to achieve the consistency through grammars.	(06 Marks)	
2	a.	Explain with a figure, the three pillars of successful user-interface development.	(10 Marks)	
	b.	What are the legal issues which are emerged in the user interface design?	(06 Marks)	
	c.	List all the expert review methods.	(04 Marks)	
3	a.	What are the features of user-interface building tools?	(06 Marks)	
	b.	List all the advantages of WYSIWYG.	(04 Marks)	
	c.	Explain with a figure, the OAI model for direct manipulation.	(10 Marks)	
4	a.	Explain the different approaches for accommodating the menu items for frequent users. (10 Marks)		
	b.	What are the basic goals of language design?	(06 Marks)	
	c.	What are the potential strategies for abbreviations?	(04 Marks)	
<u>PART – B</u>				
5	a.	Explain the different features of keyboards and function keys.	(10 Marks)	
	b.	Explain the different display technologies used in the design of user interfaces.	(10 Marks)	
6	a.	Explain the different principles that reveal the complexity of the designers task.	(10 Marks)	
	b.	What are the guidelines, benefits and dangers of using color?	(10 Marks)	
7	a.	List all the steps involved in writing user documentation.	(06 Marks)	
	b.	What are the contents of a window interface objects?	(04 Marks)	
	c.	Explain with a figure, the image browsing in tightly-coupled windows.	(10 Marks)	
8		Write short notes on:		
	a.	Genres and goals for designers		
	b.	Task objects and actions		
	c.	Design issues		
	d.	Web-page design.	(20 Marks)	

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