

# CBCS SCHEME

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18CS734

## Seventh Semester B.E. Degree Examination, Dec.2023/Jan.2024 User Interface Design

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

### Module-1

- 1 a. Define GUI. Write the difference between GUI and webpage design. (10 Marks)  
b. Define user interface Design with example. Explain the importance and benefits of Good user Interface Design. (10 Marks)

OR

- 2 a. Discuss the general principles of UID. (10 Marks)  
b. Mention the advantages and disadvantages of GUI in details. (10 Marks)

### Module-2

- 3 a. What is requirement analysis? What are the methods involved in it? What is the impact of it on UI design? (10 Marks)  
b. Define obstacles and pitfalls mention the general observation of design and common pitfalls and also explain five commandments used in Designing. (10 Marks)

OR

- 4 a. Explain the importance of human consideration in UI design with suitable example. (10 Marks)  
b. Explain briefly about human interaction speed. (10 Marks)

### Module-3

- 5 a. Explain in brief the structure of Menu's. (10 Marks)  
b. Describe the components of a web navigation system with illustration. (10 Marks)

OR

- 6 a. Write a note on Graphical menus for the following  
i) Pull down menu  
ii) Pop up menu (10 Marks)  
b. Describe at least four guidelines to be followed in phasing of menu, during the development of system menus. (10 Marks)

### Module-4

- 7 a. Discuss briefly about the types of windows with example. (Any five) (10 Marks)  
b. Write a note on the following  
i) Track ball  
ii) Joystick (10 Marks)

OR

- 8 a. Explain briefly about window management. (10 Marks)  
b. Write a note on components of a windows. (10 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.  
2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice.

**Module-5**

- 9 a. Explain briefly the following selection control
- i) Radio buttons
  - ii) Checkboxes
- (10 Marks)
- b. Explain the purpose of prototypes. Discuss any two kinds of prototypes with their importance to the system developers.
- (10 Marks)

OR

- 10 a. Explain the following with respect to kinds of Tests.
- i) Think – Aloud Evaluation
  - ii) Usability Test
- (10 Marks)
- b. Explain the types of presentation control.
- (10 Marks)

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