



Fourth Semester MCA Degree Examination, December 2010
Principles of User Interface Design

Time: 3 hrs.

Max. Marks:100

Note: Answer any FIVE full questions.

- 1
 - a. Briefly explain the goals of user interface design. (04 Marks)
 - b. Explain the role of personality differences as motivations, for human factors, in design. (08 Marks)
 - c. Discuss UID concern for internationalization. (08 Marks)
- 2
 - a. What are the different types of interaction styles in UID? Explain. (10 Marks)
 - b. List and explain the golden rules of interface design. (10 Marks)
- 3
 - a. Describe the pillars of design. (10 Marks)
 - b. Explain any five methods used in the evaluation during the active use. (10 Marks)
- 4
 - a. Discuss the problems involved with direct manipulation. (04 Marks)
 - b. Briefly explain various software tools specification methods. (08 Marks)
 - c. What are the goals and commonly used scales in survey? Explain. (08 Marks)
- 5
 - a. Give the internal layout of dialog box guidelines. (04 Marks)
 - b. Discuss the various types of single menus, with implementation. (08 Marks)
 - c. Explain any four form filling design guidelines. (08 Marks)
- 6
 - a. What are the strategies followed in naming and abbreviations? (04 Marks)
 - b. Discuss the pointing tasks involved with pointing devices. (08 Marks)
 - c. Explain the features of a visual display unit. (08 Marks)
- 7
 - a. Give briefly the limitations of short term and working memory. (04 Marks)
 - b. List the error message guidelines for the end product and development process. (08 Marks)
 - c. Mention the set of rules that govern use of colors. Explain. (08 Marks)
- 8

Write short notes on:

 - a. Objectives of data entry
 - b. OAI for website design
 - c. GUI for world wide web
 - d. Multiple window design

(20 Marks)

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