USN ☐☐☐☐☐☐☐☐☐☐   **07MCA455**

Fourth Semester MCA Degree Examination, June/July 2011
Principles of User Interface Design

Time: 3 hrs.   Max. Marks:100

Note: *Answer any FIVE full questions.*

1   a.   What are the goals of systems engineering?   **(10 Marks)**
    b.   What are the eight golden rules of interface design?   **(10 Marks)**

2   a.   Compare the relative capabilities of humans and machines.   **(10 Marks)**
    b.   Explain the three pillars of user interface design.   **(10 Marks)**

3   a.   Explain LUCID development methodologies.   **(10 Marks)**
    b.   Explain the features of interface building tools.   **(10 Marks)**

4   a.   Give any five examples for direct-manipulation with brief explanation.   **(10 Marks)**
    b.   What are the guidelines for dialog box designing?   **(04 Marks)**
    c.   Explain the need for dialog box design.   **(06 Marks)**

5   a.   Explain the role of natural language computing.   **(10 Marks)**
    b.   Explain any two display technologies used in display layouts.   **(10 Marks)**

6   a.   Which are the six categories of principles that reveal the complexity of designers task?   **(10 Marks)**
    b.   Explain the guidelines for color in interactive interface.   **(10 Marks)**

7   a.   Compare and contrast reading from paper versus display.   **(10 Marks)**
    b.   Explain briefly the concept of multiple window design.   **(10 Marks)**

8   Write short notes on:
    a.   Different types of expert reviews.
    b.   Hypertext and hypermedia.
    c.   World wide web.
    d.   Normans four rules for good design.   **(20 Marks)**

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