(10 Marks)

## **USN**

## Fourth Semester MCA Degree Examination, June/July 2013 **Principles of User Interface Design**

Time: 3 hrs. Max. Marks: 100

Note: Answer any FIVE full questions.

- a. Explain any two-diversity factors which has to be considered by designer while designing user interface. (10 Marks)
  - What are the different interaction styles which has to be considered using design principle? b. Explain each style with appropriate advantages and disadvantages. (10 Marks)
- What are the guidelines available in 2
  - Getting users attention i)
  - Facilitating data entry.
  - Explain three-pillars of design that can be used to build good user interface. (10 Marks)
- Explain various forms of usability testing in detail. (10 Marks) 3
  - Explain any two specification methods in detail. (10 Marks)
- On what model the direct manipulation is based? Explain any three examples of direct manipulation in detail. (10 Marks)
  - Discuss the problems with direct manipulation in detail. (10 Marks) b.
- Explain the elements of form-fill-in along with appropriate example. (10 Marks) 5 a.
  - Explain command organization strategy in detail. (10 Marks)
- For what tasks pointing devices are applicable and explain different direct control pointing 6 a. (10 Marks) devices.
  - (10 Marks) Explain display technologies in detail.
- (10 Marks) Explain the guidelines in specifying error messages. 7 a.
  - (10 Marks) Explain the challenges in information visualization.
- 8 Write short notes on:
  - a. Usability measures.
  - b. Ethnographic observations guidelines.
  - Evaluation and critiquing tools.
  - Reading from paper versus from display disadvantages.

(20 Marks)