

# CBCS SCHEME - Make-Up Exam

BCS456C

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Question Paper Version : A

## Fourth Semester B.E./B.Tech. Degree Examination, June/July 2025 UI/UX

Time: 1 hr.

Max. Marks: 50

### INSTRUCTIONS TO THE CANDIDATES

1. Answer all the **fifty** questions, each question carries one mark.
2. Use only **Black ball point pen** for writing / darkening the circles.
3. **For each question, after selecting your answer, darken the appropriate circle corresponding to the same question number on the OMR sheet.**
4. Darkening two circles for the same question makes the answer invalid.
5. **Damaging/overwriting, using whiteners on the OMR sheets are strictly prohibited.**

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1. Which of the following relates directly to emotional design?  
a) Network latency  
b) Color scheme  
c) System architecture  
d) Algorithm design
  2. Which phase is primarily focused on collecting user requirements?  
a) Deployment  
b) Requirement extraction  
c) Debugging  
d) Coding
  3. Why is emotional impact important in user experience design?  
a) It effects the products backend performance  
b) It enhances user engagement and satisfaction  
c) It reduces hardware costs  
d) It support software testing
  4. What role does user experience play in a business case?  
a) Reduces need for marketing  
b) Increase long-term user retention and ROI  
c) Minimizes code complexity  
d) Eliminates competitor analysis
  5. What does 'user need' refer to in UX design?  
a) A backend system requirement  
b) The personal goals and problem of a user  
c) Product license agreement  
d) Color preferences of developers



6. A UX designer creates personas after surveying users. What stage is this?
  - a) Testing
  - b) UI implementation
  - c) Requirement extraction
  - d) Product marketing
7. Which method would you apply to collect user requirements effectively?
  - a) Binary search
  - b) Contextual inquiry
  - c) Memory allocation
  - d) API testing
8. Applying emotional design means :
  - a) Matching server specifications
  - b) Incorporating feelings and mood into the interface
  - c) Adding popups randomly
  - d) Focusing on back-end performance
9. How do user needs differ from formal requirements?
  - a) Needs are structural documents
  - b) Needs are informal goals ; requirements are derived from them formally
  - c) Requirements are feelings
  - d) Needs are system specifications
10. Analyze the importance of integrating emotional impact in a business case.
  - a) It delays project timelines
  - b) It confuses the development team
  - c) It builds strong emotional bonds with users, leading to long-term retention
  - d) It improves backend performance
11. What is primary goal of design thinking?
  - a) To reduce server load
  - b) To solve problems with a user-centered approach
  - c) To create backend systems
  - d) To test code
12. Which of the following is used to represent a fictional user type?
  - a) Wireframe
  - b) Storyboard
  - c) User Persona
  - d) Mockup
13. How does sketching help in design thinking?
  - a) Reduces memory usage
  - b) Encourages visual brain storming of ideas
  - c) Increase load time
  - d) Helps in data encryption
14. Design perspective in UX include consideration of ;
  - a) Only system performance
  - b) User goals, contexts and limitations
  - c) API responses
  - d) Database tables
15. How do mental models affect user experience?
  - a) They determine the backend logic
  - b) They influence how users expect the interface to behave
  - c) They improve SQL queries
  - d) The define memory models







27. Applying UX metrics helps to
- a) Test system RAM
  - b) Analyze code
  - c) Improve and refine UX design based on data
  - d) Debug frontend code
28. A product manager wants to measure user satisfaction. Which tool should be applied?
- a) Firewall
  - b) Heuristic evaluation
  - c) Survey (or) Net promoter score (NPS)
  - d) Load balancer
29. Analyzing survey feedback helps UX designers to :
- a) Optimize backend
  - b) Understand emotional and usability pain points
  - c) Change login process
  - d) Fix RAM issues
30. What could be a problem if UX goals are not clearly defined?
- a) Faster testing
  - b) Confused users and inconsistent product experience
  - c) Improved memory usage
  - d) Simplified database joins
31. What is a paper prototype?
- a) A printed software code
  - b) A low-fidelity design on paper
  - c) A digital prototype
  - d) A database schema
32. Fidelity is prototyping refers to ;
- a) Internet speed
  - b) Degree of exactness of the prototype to final product
  - c) Code quality
  - d) User testing frequency
33. How does high-fidelity prototyping differ from low-fidelity?
- a) High-fidelity is faster
  - b) High-fidelity closely resembles the final product
  - c) High-fidelity is done on paper
  - d) High-fidelity skips user testing
34. What is a challenge in connecting SE and UX?
- a) They use the same programming languages
  - b) Achieving strong collaboration and shared goals
  - c) Both focus only on visuals
  - d) They don't used collaboration
35. Which best describes a foundation for successful SE-UX development?
- a) Ignoring design principles
  - b) Strong collaboration and shared goals
  - c) Isolated testing environments
  - d) Backend only focus



36. When building a prototype to test core features, which aspect is being focused on?  
a) Breadth                      b) Depth                      c) Speed                      d) Complexity
37. How can SE and UX teams improve integration?  
a) Work Independently  
b) Avoid documentation  
c) Conduct regular design-development sync meetings  
d) Skip prototyping
38. If a designer wants quick feedback on layout ideas, what should they use?  
a) SQL editor                      b) Paper prototype                      c) Video rendering                      d) Skip prototyping
39. Analyzing SE and UX collaboration shows that failures often arise due to ;  
a) Shared understanding  
b) Lack of communication between teams  
c) Speed of implementation  
d) No. of wireframes
40. How does analyzing prototype feedback benefit development?  
a) Delays the project  
b) Informs interface improvements before coding  
c) Increase server space  
d) Leads to database creation
41. Which factors affect user memory is UX design?  
a) Hard disk size  
b) Human memory limitations  
c) CPU speed  
d) Cache memory
42. What is the final step in Norman's interaction model?  
a) Physical action                      b) Outcome                      c) Assessment                      d) Translation
43. How do UX guidelines assist designers?  
a) By restricting creativity  
b) By offering standard principles that improve usability  
c) By reducing budget  
d) By speeding up server response
44. What is 'translation' in UX context?  
a) Coding a language translator  
b) Turning user goals into interface actions  
c) Converting database schema  
d) Optimizing SQL queries
45. What role does 'assessment' play in UX design?  
a) Encrypts data  
b) Helps user evaluate if the outcome matched intention  
c) Runs unit tests  
d) Generates wireframes



46. If users forget how to use a feature, what guideline should be improved?
- a) Security policy
  - b) Memory load reduction
  - c) Data retrieval
  - d) Storage compression
47. Which UX principle helps users plan and execute tasks easily?
- a) Dark mode toggle
  - b) Clear navigation and visual hierarchy
  - c) RAM upgrade
  - d) Cloud storage
48. How would you apply the 'planning' phase in interface design?
- a) Provide tool tips and suggestions before user input
  - b) Hide options
  - c) Disable actions
  - d) Encrypt fields
49. If an interface has too many options, what can be concluded?
- a) It's user friendly
  - b) It may overwhelm users and violate UX guidelines
  - c) It improves speed
  - d) It enables SEO
50. What might be the result of poor outcome feedback in UX?
- a) Increased bandwidth
  - b) User frustration and repeated actions
  - c) Shorter response times
  - d) Clearer navigation

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