

CS-408 Human Computer Interaction Update MCQS For Quiz-2 File Solve By Vu Topper RM

85% To 100% Marks



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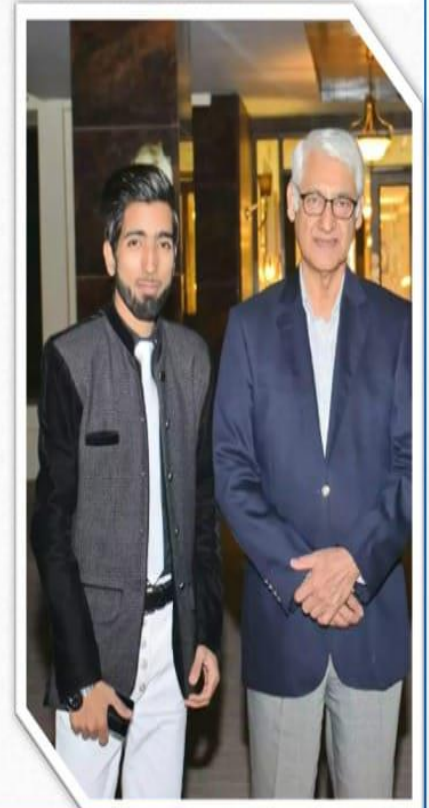
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d) Both a and b

Question No:4 (Marks:1)

Vu-Topper RM

Example of form fill interface is _____.

- a) A dialog box
- b) Pop up means
- c) Data entry form on some university web**
- d) All of the given

ok

Question No:5 (Marks:1)

Vu-Topper RM

Which of the following is the flaw in waterfall model?

Requirements change over time

Question No:6 (Marks:1)

Vu-Topper RM

_____ interact with outside world , using their input channels, output channel and sense of sight.

Computers

Question No:7 (Marks:1)

Vu-Topper RM

The colors, which are directly opposite to each other are said to be

- a) Complementary colors** OK
- b) Analogous colors
- c) Primary colors
- d) Secondary colors

Question No:8 (Marks:1)

Vu-Topper RM

Which of the following is the statement given by “Novetech” as a result of survey on the embarrassing experiences of computer?

One in every four computer has been physically attacked by some outside source.

Question No:9 (Marks:1)

Vu-Topper RM

_____ represent the user’s expectation of the tangible outcomes of using a specific product.

End goals

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Question No:10

(Marks:1)

Vu-Topper RM

To organize the days for social, commercial, religious and administrative purpose, which application can use?

Skype ok

Gallery

Amazon

Calendar

Question No:11

(Marks:1)

Vu-Topper RM

The _____ model should match the _____ model.

A. User, conceptual

B. Conceptual, mental ok

C. Mental, central

D. Conceptual, central

Question No:12

(Marks:1)

Vu-Topper RM

The expectations or needs of the _____ can be the of quality.

End user

Question No:13

(Marks:1)

Vu-Topper RM

Listening require less _____ effort than reading or speaking.

Cognitive OK

Physiological

Phycological

Grammatical

Question No:14

(Marks:1)

Vu-Topper RM

GOMS stand for

Goals, operations, methods and selection rules

Question No:15

(Marks:1)

Vu-Topper RM

There are two aspects in which we can understand the nature of usability

A. Strategic and tactical

B. Efficiency and strategy

C. Tactical and reliability

D. Efficiency and reliability

Only A

Question No:16

(Marks:1)

Vu-Topper RM

Which of the following is used to toggle between two states?

Menus

Toolbars
check boxes

Radio button ok

Question No:17 (Marks:1) **Vu-Topper RM**

Choice of operation and services are offered on the screen through _____

Menus

Question No:18 (Marks:1) **Vu-Topper RM**

The term _____ becomes a euphemism for social and economic apartheid.

"design literacy"

"english literacy"

"Computer literacy" ok

"programming literacy"

Question No:19 (Marks:1) **Vu-Topper RM**

The gulf of execution refers to _____

The user's difficulty in understanding the feedback from the system

The system's difficulty in presenting information in the output language

The user's difficulty in formulating and articulating an intention to the system

The system's difficulty in converting an input expression into the correct system state transition OK

Question No:20 (Marks:1) **Vu-Topper RM**

Currently, many common environment for interactive computing are example of the _____ interface style, often simply called windowing systems.

WIMP

Question No:21 (Marks:1) **Vu-Topper RM**

They way, an external disk can be placed into a disk drive is an example of _____

Physical constraint

Which application started with an online bookstore and went ahead with DVDs, CDs, video and MP3 downloading and streaming, video games, food, furniture, jewellery, etc.

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Question No:29

(Marks:1)

Vu-Topper RM

The ----- is an approach in which users are observed as they go about their normal routine activities.

Ethnographic

Question No:30

(Marks:1)

Vu-Topper RM

Which of the following is not the component of color?

A. Hue

B. Prism ok

C. Intensity

D. Saturation

Question No:31

(Marks:1)

Vu-Topper RM

The comparison of what happened in the world with what we wanted to happen is called _____.

A. Action

B. Execution

C. Efficiency

D. Evaluation Page 99 ok

Question No:32

(Marks:1)

Vu-Topper RM

What do you procrastinate on? is type of _____.

Avoidance

Question No:33

(Marks:1)

Vu-Topper RM

An interface will have zero to two _____ personas.

Secondary

Question No:34

(Marks:1)

Vu-Topper RM

A small picture that is used to represent a closed window is said to be a/an

A. Icon Page 131 ok

B. Menu

C. Tool bar

D. Status bar

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Question No:35

(Marks:1)

Vu-Topper RM

There are two aspects in which we can understand the nature of usability A.
Strategic and Tactical.

- B. Efficiency and Strategy
- C. Tactical and Reliability
- D. Efficiency and Reliability

Only A

Question No:36

(Marks:1)

Vu-Topper RM

What do you see yourself doing say five years from now is an example of _____.

Attitude-oriented questions

Question No:37

(Marks:1)

Vu-Topper RM

What are the most common things you do with the product is a type of _____.

System-oriented question

Question No:38

(Marks:1)

Vu-Topper RM

Social science and usability texts are full of methods and techniques for conducting _____ research.

Qualitative

Question No:39

(Marks:1)

Vu-Topper RM

Which of the following is a flaw in waterfall model?

- d) both a and c
- a) requirements change over time** **ok**
- b) maintenance can not be possible at the end
- c) testing should be done before requirements gathering

Question No:40

(Marks:1)

Vu-Topper RM

Which of the FALSE statement?

HCI deals with the back-end development of interactive system.

Question No:41

(Marks:1)

Vu-Topper RM

_____ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- A. Efficient.
- B. Strategic.
- C. Tactical.
- D. Reliable.

Only C

Question No:42

(Marks:1)

Vu-Topper RM

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- A. Organizational memory** **Page 176** **ok**
B. Distributed co-ordination
C. Paper work and computer work
D. Spatial and temporal organizations

Question No:43

(Marks:1)

Vu-Topper RM

Memory model is also called _____ model.

Multi- Store **ok**

Sensory Store

Temporary memory store

Permanent memory store

Question No:44

(Marks:1)

Vu-Topper RM

Novatech survey was designed to know the relationship between _____ and _____.

computers, animals

computers, environment

computers , human beings **ok**

computers , digital devices

Question No:45

(Marks:1)

Vu-Topper RM

If system image does not make design model clear and consistent, then user will have wrong _____.

- A. User Model** **ok**
B. Designer image
C. Conceptual model
D. Designer image and Conceptual model

Question No:46

(Marks:1)

Vu-Topper RM

_____ involves restricting the possible functions that can be carried out by a novice to the basics and then extending these as the novice becomes more experienced.

Training Wheel

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Question No:48

(Marks:1)

Vu-Topper RM

With in the display there is an isolated region to call upon a specific operation by the user is called _____.

- A. Icon
- B. Menu
- C. Button**
- D. Pointer

ok

Question No:49

(Marks:1)

Vu-Topper RM

_____ aspect guides us to think about user interface idioms in other words, the way in which the user and the idiom interact

- A. Efficient.
- B. Strategic.
- C. Tactical.
- D. Reliable.

Only B

ok

Question No:50

(Marks:1)

Vu-Topper RM

During the _____ phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- A. Research
- B. Modeling**
- C. Refinement
- D. Framework definition

Page 159

ok

Question No:51

(Marks:1)

Vu-Topper RM

The process of linking and manipulating multimedia representations at the interface is called _____.

Inter Linked

Dyna-linking

P.89

ok

Star Topology

Training Wheel

Question No:52

(Marks:1)

Vu-Topper RM

_____ have difficulties understanding and recognizing written words, making it hard for them to write grammatical sentences and spell correctly.

Autism

Echolalia

Dyslexics ok
Hyperlexia

Question No:53 (Marks:1) **Vu-Topper RM**

“Restricting the kind of user interaction that can take place at a given moment in time” is _____.

- A. Mapping
- B. Constraint** Page 106 ok
- C. Affordance
- D. Consistency

Question No:55 (Marks:1) **Vu-Topper RM**

During _____ phase, usage and workflow patterns discovered through _____(respectively)

Modeling, analysis Page 159 ok

- Testing, Analysis
- Testing, modelling
- Analysis, modeling

Question No:56 (Marks:1) **Vu-Topper RM**

_____ refers to the relationship between controls and their effects in world.

Mapping

Question No:57 (Marks:1) **Vu-Topper RM**

Which application offers the features for the registered users such as auctions, private and commercial sale of used or new products.

- CNN
- ebay
- Amazon** ok
- Ali Baba

Question No:58 (Marks:1) **Vu-Topper RM**

Which one is the general definition of usability by the ISO/IEC 9241.

“The extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction in a specified context of use”

ok

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Question No:59

(Marks:1)

Vu-Topper RM

Which one of the following is not a feature of smart phone?

Can fly in air OK

GPS connection

Multimedia support

Computing capability power

Question No:60

(Marks:1)

Vu-Topper RM

Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

One in every four computers has been physically attacked by its owner.

Every computer can be saved from any type of physical attacks.

Every computer is attacked physically one in its life time.

One in every four computers has been physically attacked by some outside source. ok

Question No:61

(Marks:1)

Vu-Topper

RM The aim of an ethnographic study is to make the _____ design into _____ design (respectively).

A. Explicit, implicit

B. Obvious, Explicit

C. Implicit, explicit

Page 173 ok

D. Obvious, implicit

Question No:62

(Marks:1)

Vu-Topper RM

Consistent interfaces refers to _____ for achieving similar tasks.

A) have similar operations

B) use similar elements

C) have different operations

A. Only A

B. Only B

C. Only C

D. Both A and B

Page 107 ok

Question No:63

(Marks:1)

Vu-Topper RM

The term mental model was first developed in the early 1640s by _____

A. Kenneth Craik Page 93 ok

B. Johnson-Laird

C. Donald Norman

D. Lawrence Schiffman

Question No:64

(Marks:1)

Vu-Topper RM

Windows may also be _____, when they adjoin but do not overlap each other.

- A. Tiled** **Page 130** **ok**
- B. Neutral
- C. Exposed
- D. Obscured

Question No:65

(Marks:1)

Vu-Topper RM

What are the senses that currently do not play a significant role in HCI?

Both a and b

Taste and smell **ok**

Touch and Vision
Sight and Hearing

Question No:66

(Marks:1)

Vu-Topper RM

If we want to access remote system/terminal to work on _____, protocol is being used;

- A. FTP
- B. HTTP
- C. Telnet** **ok**
- D. EBCDIC

Question No:67

(Marks:1)

Vu-Topper RM

The sensation can be excited by presenting a different, properly prepared, view to each eye. The pair of views is called a _____ a) Stereo pair

b) Stereogram

c) Both a and b

d) None of these

Question No:68

(Marks:1)

Vu-Topper RM

Which one is not an input control? a) Checkboxes

b) Tags

c) Buttons

d) Text fields

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Question No:69

(Marks:1)

Vu-Topper RM

Interpreting the perception means

- a) Determine mapping from system state to interpretation
- b) Determining mapping from intention to physical movement
- c) Tell if system is in desired state

A. Only A **ok**

B. Only B

C. Only C

D. Both B and C

Question No:70

(Marks:1)

Vu-Topper RM

“Human-Computer Interaction is a discipline concerned with the _____, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them”.

a) Methodologies

b) Architecture

c) Design P.14 OK

d) Procedure

Question No:71

(Marks:1)

Vu-Topper RM

Subject matter experts (SME) are

A. Beginners

B. Intermediate users

C. Expert users **ok**

D. The beginners in two or more related fields

Question No:72

(Marks:1)

Vu-Topper RM

Which one is not Navigation Components? a) Slider

b) Breadcrumb

c) Progress bar

d) Icons

Question No:73

(Marks:1)

Vu-Topper RM

Which one of the below listed mobile devices are considered as a smartphone?

a) Samsung Note2

b) Samsung s5

c) Apple iPhone

d) All of the given

Question No:75

(Marks:1)

Vu-Topper RM

The comparison of what happened in the world with what we wanted to happen is called

- a) Efficiency
- b) Execution
- c) **Evaluation**
- d) Action

Question No:76

(Marks:1)

Vu-Topper RM

Requirement's specification involves

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the work domain from the customer
- C. Capturing the non-functional requirements of the system architecture
- D. Translating the natural language of the work domain into an executable form

a) Only A

- b) Only B
- c) A and D
- d) B and C

Question No:77

(Marks:1)

Vu-Topper RM

What are the three types of reasoning?

- a) Deductive, Productive and Inductive
- b) **Adductive, Inductive, and Deductive** ok
- c) Inductive, Adductive and Reproductive
- d) Productive, Reproductive and Deductive

Question No:78

(Marks:1)

Vu-Topper RM

Within the display there is an isolated region to call upon a specific operation by the user is called ____.

b) Buttons

- c) Both
- d) None of the given

Question No:79

(Marks:1)

Vu-Topper RM

Our

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ability to attend to one event from what amounts to a mass competing stimulus in the environment have been psychologically termed as

a) Focused attention

- b) Divided attention
- c) Voluntary attention
- d) Involuntary attention

Question No:80

(Marks:1)

Vu-Topper RM

The most frequent errors are _____, especially in well-learned behavior.

a) Mistake

b) Slip

Page 100

ok

- c) Lapse
- d) Both a and b

Question No:81

(Marks:1)

Vu-Topper RM

Over a short period of time, we find it easier to remember the string of numbers “404 849 6743” because _____.

a) Numbers are easier to remember than arbitrary characters.

b) The grouping of the numbers is significant

- c) Ten numbers is not that many to have to remember from working memory.
- d) None of these

During the _____ phase, usage and workflow patterns discovered analysis of the field and interviews are synthesized into domain and user models

a) Refinement

b) Framework definition

c) Modeling

d) Research

Question No:84

(Marks:1)

Vu-Topper RM

Gulf of _____ is the different between the user’s formulation of the actions to reach the goal and the actions allowed by the system

a) Execution

b) Evaluation

c) Interaction

d) Operation

Question No:85

(Marks:1)

Vu-Topper RM

_____ is a small area of the retina on which images are fixated.

a) Blind spot

b) Cones

c) Fovea

P.56

OK

d) Rods

Question No:86

(Marks:1)

Vu-Topper RM

Models are used in design to _____.

- A. Generate the design
- B. Evaluate the design
- C. Generate and evaluate the design**
- D. None of the given

Page 185

ok

Question No:87

(Marks:1)

Vu-Topper RM

Which of the following best describes a stakeholder?

- A. A person who uses an interactive computer system
- B. A person who has invested time or money in developing an interactive computer system.
- C. A person who receives output from or provides input to an interactive computer system.
- D. A person who is affected by the success or failure of an interactive computer system

a) A and B

ok

- b) C and D
- c) Only B
- d) Only D

Question No:88

(Marks:1)

Vu-Topper RM

Taking some real-world concept to perform different tasks that represent some idea, inside the computer is type of _____.

a) Direct Manipulation

- b) Desktop Metaphors
- c) Central processing unit
- d) None of the given

Question No:89

(Marks:1)

Vu-Topper RM

_____ aspect guides us to think about interface idioms in other words, the way in which the user and the idiom interact

A. Only B

- B. Only C
- C. A and B
- D. C and D

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Question No:90

(Marks:1)

Vu-Topper RM

User and system has its own unique language, the language used by the system is called _____.

A. Task

B. Core Page 123 ok

C. Domain

D. Both b and c

Question No:91

(Marks:1)

Vu-Topper RM

What are the most common things you do with the product is a type of _____?

a) Goal-oriented question.

b) **System-oriented question.**

c) Workflow-oriented question.

d) Attitude-oriented question.

Question No:92

(Marks:1)

Vu-Topper RM

_____ involves thinking, comparing, and decision-making. **a) Reflective cognition**

b) Experiential cognition

c) Information processing

d) None of these

Building things from user's perspective is called _____.

a) Functionality

b) Usability ok

c) Portability

d) None of the given

Question No:94

(Marks:1)

Vu-Topper RM

To organize the days for social, commercial, religious, and administrative purpose, which application can use? a) Skype

b) Amazon

c) Calendar

d) Gallery

Question No:95

(Marks:1)

Vu-Topper RM

The command-line interface is used because a) It is easy to understand

b) It is demanded by DOS

c) It is offered by Unix systems

d) It is powerful and flexible

Question No:96

(Marks:1)

Vu-Topper RM

Listening require less _____ effort than reading or speaking.

a) Cognitive

- b) Phycological
- c) Grammatical
- d) None of these

Question No:97

(Marks:1)

Vu-Topper RM

Social science and usability texts are full of methods and techniques for conducting _____ research. a) Quantitative

b) Qualitative

- c) SME
- d) None of these

Question No:98

(Marks:1)

Vu-Topper RM

Question No:99

(Marks:1)

Vu-Topper RM

Which of the following types of reasoning, derives the logically necessary conclusion from the given premises?

- a) **Deductive** ok
- b) Inductive
- c) Abductive
- d) Distributive

Question No:100

(Marks:1)

Vu-Topper RM

_____ involves restricting the possible functions that can be carried out by a novice to the basics and then extending these as the novice a) Master-apprentice

- b) Initial training
- c) Both A and B

d) Training Wheel

Question No:101

(Marks:1)

Vu-Topper RM

_____ have difficulties understanding and recognizing written words, making it hard for them to write grammatical sentences and spell correctly.

- a) Hyperlexia

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b) Dyslexics

- c) Both a and b
- d) None of these

Question No:102

(Marks:1)

Vu-Topper RM

Question No:103

(Marks:1)

Vu-Topper RM

A qualitative research helps us to understand following except _____. a)

Existing products and how they are used

b) The domain of the products to be designed

c) Statistical data analysis of the survey and observational data

d) Vocabulary and other social aspects of the domain

Question No:104

(Marks:1)

Vu-Topper RM

On 7 June _____ the complainant, who is blind, complained to the Commission that he was unlawfully discriminated against by the respondent.

a) 1996

b) 1998

c) 1999 P.28 ok

d) 2000

Trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is an example of _____.

a) Mistake

b) Slip

c) Lapse

d) Both a and b

Question No:106

(Marks:1)

Vu-Topper RM

_____ represents the Early-phase of ethnographic interviews. a) Clarify user roles and behaviors.

b) Confirm patterns of use.

c) Clarify questions.

d) Focused on domain knowledge

Question No:107

(Marks:1)

Vu-Topper RM

Visually impaired persons can interact with outside world using their

a) Sense of sight

b) Sense of hearing

c) Both sense of touch and sense of hearing ok

d) Sense of touch

Question No:108

(Marks:1)

Vu-Topper RM

Which are the most significant senses for the average person when it comes to interacting with a computer? a) Sight and hearing

b) Hearing, touch and smell

c) Hearing and touch

d) Sight, hearing, and touch

Page 54 ok

Question No:110

(Marks:1)

Vu-Topper RM

The ----- software model is take a user-centered view and to minimize the risk caused by requirements changing during the development of the project.

A. Waterfall model

B. Spiral model

C. Rapid application development (RAD) model

Page 151 ok

D. Star lifecycle model

Question No:111

(Marks:1)

Vu-Topper RM

Which of the following is software Lifecycle model, where result (s) must be evaluated at the completion of each activity?

a) Rapid Application Development (RAD) Lifecycle Model

b) Spiral Lifecycle Model

c) Star Lifecycle Model

d) Usability Engineering lifecycle Model

Question No:112

(Marks:1)

Vu-Topper RM

Errors can be ____ that a user makes while attempting a task a) Unintended

b) Slips

c) Mistakes or omissions

d) All of the given option

Question No:113

(Marks:1)

Vu-Topper RM

The way external disk can be placed into a disk drive is example of **a) Physical**

constraint

b) Logical constraint

c) Semantic constraint

d) Cultural constraint

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Question No:114

(Marks:1)

Vu-Topper RM

The comfort and acceptability of use is called

- Efficiency** ok
- Satisfaction
- Adaptability
- Effectiveness

Question No:115

(Marks:1)

Vu-Topper RM

The command-line interface is used because

- It is easy to understand
- It is powerful and flexible**

Question No:116

(Marks:1)

Vu-Topper RM

Which one is not an Input Controls? checkboxes

- A. tags** ok
- B. buttons
- C. text fields
- D. checkboxes

118

Which of the following device can not be useful for a visually impaired person?

- a typical speaker
- a typical processor
- a typical keyboard
- a typical monitor**

OK

Question No:119

(Marks:1)

Vu-Topper RM

Which of the following is considered as the most complex species?

- Birds
- Animal
- Humans** ok
- Computers

Question No:120

(Marks:1)

Vu-Topper RM

Question No:121

(Marks:1)

Vu-Topper RM

Which application allows the registered users to communicate through voice using a microphone, video call using a webcam and instant messaging over the internet?

- CNN
- Skype** ok

Calendar
Amazon
Calender

Question No:122

(Marks:1)

Vu-Topper RM

Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because ____

Numbers are easier to remember than arbitrary characters

The grouping of the numbers is significant

Question No:124

(Marks:1)

Vu-Topper RM

HCI deals with

Design of interactive system only

Evaluation of an interactive system only

Implementation of an interactive system only

All of the given ✓

Question No:125

(Marks:1)

Vu-Topper RM

Which one is not Navigational Components?

slider

breadcrumb

progress bar ok

icons

Question No:126

(Marks:1)

Vu-Topper RM

Which one of the below listed mobile devices is considered as a smartphone?

Samsung Note2

Samsung s5

Apple iPhone

All of the given

Question No:127

(Marks:1)

Vu-Topper RM

The resources expended in relation to the accuracy and completeness with which users achieve goals

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Efficiency ok

Effectiveness

Satisfaction

Adaptability

Question No:128

(Marks:1)

Vu-Topper RM

Which application can be used by the user to set a reminder about upcoming events like birthday or appointments?

Skype

Calendar

Amazon

None

Question No:129

(Marks:1)

Vu-Topper RM

Currently, many common environments for interactive computing are examples of the ___ interface style, often simply called windowing systems

Three-dimensional

WIMP

Question No:130

(Marks:1)

Vu-Topper RM

There are two aspects in which we can understand the nature of usability

A. Strategic and Tactical

B. Efficiency and Strategy

C. Tactical and Reliability

D. Efficiency and Reliability

Only A

Only C

A and D

B and C

131

___ aspect guides us to think about user interface idioms in other words, the way in which the user and the idiom interact

A. Efficient

B. Strategic

C. Tactical

D. Reliable

Only B

Only C

A and B

C and D

Question No:132

(Marks:1)

Vu-Topper RM

Once the user input into system, the input language is translated into the ___ language as operations to be performed by the system

Task

Core

Both

None

Question No:134

(Marks:1)

Vu-Topper RM

Which of the following is true regarding "Visibility"?

A. The more visible functions are, the more likely users will be able to know what to do Page 104 ok

B. The more visible functions are, the less likely users will be able to know what to do

C. Functions visibility and user knowing of what to do next, are not related to each other

D. both a and b

Question No:135

(Marks:1)

Vu-Topper RM

Which of the following type of devices are related to give instructions to the computer?

A. Monitors

B. Hard disks

C. Input devices ok

D. Output devices

Question No:136

(Marks:1)

Vu-Topper RM

Within the display there is an isolated region to call upon a specific operation by the user is called ___

Pointers

Buttons

Both

None

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Question No:137

(Marks:1)

Vu-Topper RM

Choice of operations and services are offered on the screen through _____.

Pointers

Toolbars

Menus

Page 131 ok

None

Question No:138

(Marks:1)

Vu-Topper RM

___ are unintentional while ___ occur through conscious deliberation.

Slips, mistakes

Errors, slips

Mistakes, errors

Mistakes, slips

Question No:139

(Marks:1)

Vu-Topper RM

What is the main strength of the Problem Space Framework as a model of human problem solving?

It operates within the constraints of the human processing system

It explains what is involved in insight

It allows ill-defined problems to be solved

None

Question No:140

(Marks:1)

Vu-Topper RM

___ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

Perception and recognition

Attention

Learning

None

Question No:141

(Marks:1)

Vu-Topper RM

Interpretation inquiry, according to Beyer and Holtzblatt, is based on a masterapprentice model learning.

True

False

Question No:142

(Marks:1)

Vu-Topper RM

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to ___ persona. Primary

Secondary

Served

Negative

Question No:143

(Marks:1)

Vu-Topper RM

___ is a powerful, multipurpose design toll that helps overcome several problems that currently plague the development of digital products.

Scenario

Persona

Prototype

None

Question No:144

(Marks:1)

Vu-Topper RM

The difference between the intentions and allowable actions is the:

Gulf of Execution

Gulf of Evaluation

Both

None

Question No:145

(Marks:1)

Vu-Topper RM

Attention is the process of selecting things to concentrate on, at a point in time, from the range of: **Possibilities available**

Time Available

None

Question No:146

(Marks:1)

Vu-Topper RM

The goals of HCI are:

Usability and User Experience

Learnability and Comfort

Tasks and Goals

Question No:147

(Marks:1)

Vu-Topper RM

WYSIWYG stands for ___

Where you see is where you get

What you see is what you get

When you see it when you get

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Question No:148

(Marks:1)

Vu-Topper RM

___ is proportional to the amplitude of the sound.

Pitch

Loudness

Timber

None

Question No:149

(Marks:1)

Vu-Topper RM

Persona is not context specific, so it can be reused easily.

True

False

Question No:150

(Marks:1)

Vu-Topper RM

___ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

Buttons

Pointers

Menus

Windows

Question No:151

(Marks:1)

Vu-Topper RM

User personas that are not primary or secondary are ___ personas.

Served

Negative

Customer

Supplemental

Question No:152

(Marks:1)

Vu-Topper RM

Which of the following is the comparison of what happened in the world with what we wanted to happen?

Action

Evaluation

Execution

None

Question No:153

(Marks:1)

Vu-Topper RM

The size and shape of a compact disk, is a type of ___ constraint.

Physical

Logical

Cultural

None

Question No:154

(Marks:1)

Vu-Topper RM

___ research can tell you about what, how, many and why in rich, multivariate detail.

Quantitative

Qualitative

SME

None

Question No:155

(Marks:1)

Vu-Topper RM

Which of the following is not a secondary color?

Green

Orange

Purple

Blue ok

Page63

Question No:156

(Marks:1)

Vu-Topper RM

Which of the following requires less cognitive effort than others?

Listening Page 87 ok

Speaking

Hearing

None

Question No:157

(Marks:1)

Vu-Topper RM

We are deficient in our development ____, not in our development ____(respectively)

Process, Tools

Tools, Process

Tools, Methodology

None

Question No:158

(Marks:1)

Vu-Topper RM

Which of the following is not true regarding "cones" ?

A type of receptor in eye

More sensitive to light ok

eye has approximately 6 million cones

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different types of cones are sensitive to different wavelengths of light

Question No:159

(Marks:1)

Vu-Topper RM

Which of the following does not count as one of the advantages of computers?

Computers are enabling new discoveries

Leading to efficiencies

Making our life convenient

Depending so much on computers may give fatal results

Question No:160

(Marks:1)

Vu-Topper RM

The gulf of execution refers to ____

The user's difficulty in understanding the feedback from the system

The system's difficulty in processing information in the output language

The system's difficulty in converting an input expression into the correct system state transition

The user's difficulty in formulating and articulating an intention to the system

Question No:161

(Marks:1)

Vu-Topper RM

Which of the following is not true?

Utility refers to the functioning of a system

Usability is concerned with making systems easy to use

Usability is concerned with adding complexity to the the system ok

Poorly designed computer system can be extremely annoying to users

Question No:162

(Marks:1)

Vu-Topper RM

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

Psychology ok

Sociology

Statistics

Computer Science

Question No:163

(Marks:1)

Vu-Topper RM

Human beings interact with outside world, using their input channels output channels sense of sight **All of**

the given

Question No:164

(Marks:1)

Vu-Topper RM

____ plays a role to bridge up the gap between the interfaces of machines and human understanding. **Human Computer Interaction**

Software Engineering
Human Computer Interfaces
None

Question No:165 (Marks:1) **Vu-Topper RM**

___ is a very general goal of Usability and refers to how good a system at doing what it is supposed to do.

Effectiveness

Efficiency
Utility
Safety

Question No:166 (Marks:1) **Vu-Topper RM**

___ is what goes on in our heads when we carry out our everyday activities?

Cognition

Learnability
Memorability
None

Question No:167 (Marks:1) **Vu-Topper RM**

___ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

Decision making

Reasoning

Problem Solving
None

Question No:168 (Marks:1) **Vu-Topper RM**

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with ___

Paper work and computer work
Spatial and temporal organizations

Organizational memory

None

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Question No:169

(Marks:1)

Vu-Topper RM

Using icons on the desktop to represent operations is a type of ___ constraint.

Physical

Logical

Cultural

None

Question No:170

(Marks:1)

Vu-Topper RM

___ is a term used to refer to an attribute of an object that allows people to know how to use it. Visibility

Affordance

Constraint

None

Question No:171

(Marks:1)

Vu-Topper RM

___ minimizes errors.

Affordance **Visibility**

Constraints

None

Question No:172

(Marks:1)

Vu-Topper RM

The persona's needs are sufficiently unique to require a distinct interface form and behavior is ___ type of Persona.

Primary

Secondary

Supplement

Negative

Question No:173

(Marks:1)

Vu-Topper RM

A ___ is usually a collection of icons those are reminiscent of the purpose of the various modes.

Button

Pointer

Palette

Title bar

Question No:174

(Marks:1)

Vu-Topper RM

During ___ phase, usage and workflow patterns discovered through ___ of the field research and interviews are synthesized into domain and user models.

Modeling, analysis

Analysis, modeling

Testing, modeling
Testing, analysis

Question No:175

(Marks:1)

Vu-Topper RM

Waterfall model is basically a ___ model in which each step must be completed before the next step can be started:

Incremental

Linear

Iterative

Analytical

Question No:177

(Marks:1)

Vu-Topper RM

What is a semantic network?

A model of long-term memory

A record of our memory of events

The part of the brain which allows us to remember things

A mechanism for improving memory

Question No:178

(Marks:1)

Vu-Topper RM

Question No:179

(Marks:1)

Vu-Topper RM

___ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

User Interaction Models

Conceptual Models

Interface Metaphors

None

Question No:180

(Marks:1)

Vu-Topper RM

___ language tends to be grammatical while ___ language is often Ungrammatical

Written, spoken

Spoken, written

Verbal, non-verbal

None

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Question No:181

(Marks:1)

Vu-Topper RM

Aspect gives us hints and tips about using and creating user interface idioms.

Strategic

Tactical

Efficient

Reliable

Question No:182

(Marks:1)

Vu-Topper RM

The usability engineering life-cycle was proposed by ____

Deborah Mayhew

Webster

Barry Boehm

Hartson

Question No:183

(Marks:1)

Vu-Topper RM

Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is ____ and other is ____

Analytic mode, Synthetic mode

Evaluation mode, testing mode

Analyze mode, feedback mode

Implementation mode, task mode

Question No:184

(Marks:1)

Vu-Topper RM

Drive a vehicle while holding a conversation with a passenger is the example of

Focused Attention

Voluntary Attention

Involuntary attention

Divided Attention

Question No:185

(Marks:1)

Vu-Topper RM

____ are dragged down from the title at the top of the screen.

Pull Down Menus

Main Menus

Icons

Buttons

Question No:186

(Marks:1)

Vu-Topper RM

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

Focused Attention

Voluntary Attention

Involuntary Attention

Divided Attention

Question No:187

(Marks:1)

Vu-Topper RM

Which of the following is/are the main component(s) of color?

Hue

Intensity

Saturation

All of given

Question No:188

(Marks:1)

Vu-Topper RM

___ represent the user's expectations of the tangible outcomes of using a specific product. Non-user goals

End goals

Experience goals

Life goals

Question No:189

(Marks:1)

Vu-Topper RM

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

Pitch

Loudness

Timber

None

Question No:190

(Marks:1)

Vu-Topper RM

84. You can load a VCR tape the right way because of ___

Physical constraints

Logical constraints

Cultural constraints

None

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Question No:191

(Marks:1)

Vu-Topper RM

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of ___ Design Principle.

Visibility

Affordance

Mapping

None

Question No:192

(Marks:1)

Vu-Topper RM

"Mistakes" and "Slips" are two forms of:

A. Goals

B. Errors

Page 100

ok

C. Evaluation

D. Objectives

Question No:193

(Marks:1)

Vu-Topper RM

Ergonomics is also called _____.

Assembly

Human Factors

ok

Both

None

Question No:195

(Marks:1)

Vu-Topper RM

You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

E and 4

E and 7

E, 4, and 7

OK

4, E, 7 and K

Question No:196

(Marks:1)

Vu-Topper RM

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

A. Smaller

ok

B. Greater

C. Balanced

D. None

Question No:197

(Marks:1)

Vu-Topper RM

Indirect manipulation

Direct manipulation

Both

None

Question No:198

(Marks:1)

Vu-Topper RM

Which interface systems are based on the question/answer dialogue?

Command Line interfaces

Menus

Query interfaces

Natural Language interfaces ok

Question No:199

(Marks:1)

Vu-Topper RM

Taking some real world concept to perform different tasks that represent some idea inside the computer is type of _____.

A. Direct manipulation Page 125 ok

B. Desktop metaphors

C. Central processing unit

D. None of the given

Question No:200

(Marks:1)

Vu-Topper RM

Question No:201

(Marks:1)

Vu-Topper RM

Question No:202

(Marks:1)

Vu-Topper RM

Form-filling interfaces are used for:

Data entry Page 128 ok

Data integration

Data manipulation

Data definition

Question No:203

(Marks:1)

Vu-Topper RM

Formal methods are used to represent:

Architectural aspects of software systems only

Procedural aspects of software systems only

Both architectural and procedural aspects of software systems

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Question No:205

(Marks:1)

Vu-Topper RM

Which of the following is not one of the goals of HCI?

To produce usable systems

To produce safe systems

To produce non-functional systems Page 31 ok

To improve effectiveness of the systems

Question No:206

(Marks:1)

Vu-Topper RM

According to Juran, the fitness for purpose or use, is said to be _____.

Usability

Efficiency

Reliability

Quality ok

Question No:207

(Marks:1)

Vu-Topper RM

115. Which of the following is a long-term individual difference?

Age

Sex

Fatigue

Color

Question No:208

(Marks:1)

Vu-Topper RM

As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

Tactical

Manual

Technical

Strategic

Question No:209

(Marks:1)

Vu-Topper RM

What are the most common things you do with the product is a type of ____

Goal-oriented question

System-oriented question

Workflow-oriented question

Attitude-oriented question

Question No:210

(Marks:1)

Vu-Topper RM

____ of the potential sales from a site are lost because people cannot find the item they are looking for

50%

40%

30%
10%

Question No:211

(Marks:1)

Vu-Topper RM

Human eye is very sensitive to ____

- Air
- Smoke
- Light**
- Sand

Question No:212

(Marks:1)

Vu-Topper RM

Top of the web page contain the ____

- Menu
- Title bar**
- Home icon
- Back button

Question No:213

(Marks:1)

Vu-Topper RM

The star life cycle was proposed by ____

- Deborah Mayhew
- Webster
- Barry Boehm
- Hartson**

Question No:214

(Marks:1)

Vu-Topper RM

What do you enjoy most about your job (or lifestyle) is an example of ____

- Avoidance
- Motivation**
- Exceptions
- Attitude-oriented questions

Question No:215

(Marks:1)

Vu-Topper RM

____ represents the early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions

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Focused on domain knowledge

Question No:216

(Marks:1)

Vu-Topper RM

There can only be one ___ persona per interface for a product.

Primary

Secondary

Supplemental

Customer

Question No:217

(Marks:1)

Vu-Topper RM

___ personas address the needs of customers, not end users.

Served

Negative

Customer

Supplemental

Question No:218

(Marks:1)

Vu-Topper RM

___ is a usability goal and refers to how easy a system is to remember how to use, once learned. Learnability

Memorability

Utility

None

Question No:219

(Marks:1)

Vu-Topper RM

When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

Alerts

Confirmation

Feedback

Delete

Question No:220

(Marks:1)

Vu-Topper RM

138. With the help of ___ Model, one can quantify (on the basis of Quantitative Measurement) the human performance in using computer based system

GOMS

Human processor model

Quantum model

Quality model

Question No:221

(Marks:1)

Vu-Topper RM

Ethnography is a method that comes originally from anthropology and literally means

Writing the culture

Social issues

Ethical issues

Ethics

Question No:222

(Marks:1)

Vu-Topper RM

Physical objects are said to have ___ affordance

Real

Perceived

Logical

Intuitive

Question No:223

(Marks:1)

Vu-Topper RM

Which of these specialists is user centered?

HCI

Software engineer

Computing Technology

Web Designer

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?

& (ii) Page 31

(i), (ii) & (iv)

& (iii)

& (iv)

"Over half of all working days lost to sickness in the UK are related to workplace stress."?mcm301

Fiona Dennis Page 26 ok

David Tepper

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Robert Edelman
Deborah Mayhew

Which button allows the user to change a setting between two states?

Button

Pagination

radio buttons

Toggle button ok

The command line interface is used because

It is easy to understand

It is demanded by DOS

It is offered by UNIX systems

It is powerful and flexible Page 127 ok

62% of web shoppers give up looking for the item they want to buy online.

Jared Spool

Jakob Nielsen

Zona Research Page 27 ok

Forrester Research

50% of the potential sales from a site are lost because people cannot find the item they are looking for

Forrester Research Page 27

40% of the users who do not return to a site do so because their first visit resulted in a negative experience

Forrester Research Page 27

80% of software lifecycle costs occur after the product is released, in the maintenance phase - of that work, 80 % is due to unmet or unforeseen user requirements; only 20 % is due to bugs or reliability problems.

IEEE Software Page 27

_____ is mostly used for mail sorting and recording transcripts of proceeding in law courts.

A. Chord keyboards Page 112 ok

B. Dvorak keyboard

C. QWERTY Keyboard

D. Alphabetic keyboard

"The model people have of themselves, others, the environment, and the things with which they interact" is the definition of _____.

A. User Model

B. Mental model Page 93 ok

C. Designer Image

D. Conceptual Model

_____ is a suitable input type, if there is a large amount of data to be generated.

A. Text input

B. Speech input

C. Scanning input Page 109 ok

D. Touch pad input

Problem space theory was proposed by Newell and Simon in _____.

1950

1960

1970 Page 90 OK

1980

The ----- approach to design is the assumption that product must balance business and engineering concerns with user's needs and goals.

A. Goal-Directed Page 157 ok

B. Spiral lifecycle

C. Usability engineering

D. Rapid Application Development (RAD)

Learned helplessness and taught helplessness are _____.

d) Both a and c

a) reasons of errors

b) reasons of inconsistency

c) reasons for self-blaming Page 96 ok

Q3: _____ of a device is formed by interpreting perceived actions and visible structure.

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- A) Conceptual model
- B) User Model
- C) Designer image
- D) Mental Model (Confirm) (100% Sure)

Q4: The accuracy and completeness with which users achieve specified goals is called:

- A) Efficiency
- B) Effectiveness (page 31) (100% Sure)
- C) Satisfaction
- D) Adaptability

Q6: Novatech survey was designed to know the relationship between _____ and _____.

- A) Computer, digital devices
- B) Computers, animals
- C) computers, environment
- D) computers, human beings (page 24) (100% Sure)

Q7: During the _____ phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and usage models.

- A) Refinement
- B) Framework definition
- C) Modeling (page 159) (100% Sure)
- D) Research

Q9: Taking some real concept to perform different tasks that represent some idea inside the computer is type of _____.

- A) Direct Manipulation (page 36) (100% Sure)
- B) Desktop Metaphors
- C) Central Processing Unit
- D) Indirect Manipulation

Q10: Which of the following is true about Short-Term memory?

A) Short-term memory has a limited capacity (page 80) (100% Sure) ok

B) Short-term memory has an unlimited capacity

C) Short-term memory has no capacity

D) Short-term memory has large but limited capacity

Q11: Which of the following is a true statement?

A) Human-computer interface specialists are user-centered and software engineers are system-centered. (page 21) (100% Sure)

B) Human-computer interface specialists are system-centered and software engineers are user-centered.

C) Human-computer interface specialists and software engineers, both are system-centered.

D) Human-computer interface specialists and software engineers, both are user-centered.

Q12: Gulf of _____ is the difference between the user's formulation of the actions to reach the goal and the actions allowed by the system.

A) Execution (page 122) (100% Sure)

B) Evaluation

C) Interaction

D) Operation

Q13: Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

A) One in every four computers has been physically attacked by its owner (page 24) (100% Sure)

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- B) Every computer can be saved from any type of physical attacks
- C) Every computer is attacked physically one in its life time.
- D) One in every four computers has been attacked by some outside source.

Problem solving, planning, reasoning and decision-making are all cognitive processes involving _____.

- A) Reflective cognition (page 88) ok
- B) Procedural cognition
- C) Social cognition
- D) Vision-Perception

Q17: The sensation can be excited by presenting a different, properly prepared, view to each eye. The pair of views is called a _____.

- A) Stereopair
- B) Stereogram
- C) Stereotype
- D) Both a and b (page 66) (100% Sure)

Q20: Which of the following is not the goal of usability?

- A) Effectiveness
- B) Efficiency
- C) Satisfaction
- D) Interoperability (page 31) ok

Q21: Which of the following is not one of the primary colors?

- A) Red
- B) Yellow
- C) Blue

D) Green (page 62) (100% Sure) ok

Q24: During _____ phase, usage and workflow patterns discovered through _____ (respectively).

A) Modeling, analysis (page 159) (100% Sure)

B) Analysis, modeling

C) Testing, modeling

D) Testing, Analysis

Q25: The pinna and auditory canal combine serve to _____.

A) protects the sensitive middle ear

B) Prevents dust and dirt

C) transmit the vibrations to the cochlea

D) amplify some sounds (page 70) (100% Sure) OK

Q26: If system image does not make design model clear and consistent, then user will have wrong _____.

A) Conceptual model

B) User model

C) Designer image

D) Mental Model (confirm) (100% Sure)

The way, an external disk can be placed into a disk drive is an example of _____.

A. Physical Constraint Page 106 ok

B. Logical Constraint

C. Semantic Constraint

D. Cultural Constraint

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Q30: The user's expectations of the tangible outcomes of using a specific product are represented by:

- A) end goals (page 192) (100% Sure)
- B) technical goals
- C) experience goals
- D) life goals

_____ involves restricting the possible functions that can be carried out by a novice to the basics and then extending these as the novice becomes more experienced.

Select the correct option

Master-apprentice

Initial training

Inter Linked

Training Wheel

Question # 6 of 30 (Start time: 04:52:44 PM, 28 December 2020)

Total Marks: 1

_____ involves thinking, comparing, and decision-making.

Select the correct option

Reflective cognition

Experiential cognition

Information Processing

Information Retrieval

Question # 7 of 30 (Start time: 04:53:27 PM, 28 December 2020)

Total Marks: 1

The sensation can be excited by presenting a different, properly prepared, view to each eye. The pair of views is called a _____.

Select the correct option

a) stereopair

b) stereogram

c) stereotype

d) Both a and b ok 66

Novatech is a _____ company.

Select the correct option

German car tech manufacturer

British building manufacturer

British PC manufacturer

American agricultural product manufacturer

Question # 10 of 30 (Start time: 04:56:31 PM, 28 December 2020)

Total Marks: 1

_____ interact with outside world, using their input channels, output channels and sense of sight.

Select the correct option

Computers

Human beings ok

Environments

Distributed Systems

Question # 13 of 30 (Start time: 05:00:06 PM, 28 December 2020)

Total Marks: 1

Which one is not an Informational Components?

Select the correct option

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progress bar

message boxes

tooltips

toggles ok

The workflow models and organizational charts, fall under the following ethnographic framework.

- A. Distributed co-ordination
- B. Plans and procedures ok
- C. Awareness of work
- D. Data-centric design

Currently, many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.

- A. WIMP Page 129 ok
- B. Point and click
- C. Two-dimensional
- D. Three-dimensional

Red color appears more brilliant against a _____ background and somewhat duller against the white background.

Select the correct option

black P.65 ok

Blue

Orange

Green

Question # 22 of 30 (Start time: 05:11:01 PM, 28 December 2020)

Total Marks: 1

Learning can be considered in two terms as:

A) Procedural and Declarative
Reflective

B) Cognitive and
Reflective

C) Distributive and Inductive

Select the correct option

Only A

Only B

Only C

Both A and B

Question # 23 of 30 (Start time: 05:11:45 PM, 28 December 2020)

Total Marks: 1

An everyday example of a/an _____ act is being distracted from working when we can hear music or voices in the next room.
Select the correct option

Voluntary

Involuntary ok P.79

Planing

Unplanned

_____ of a device is formed by interpreting perceived actions and visible structure.

A. Conceptual model

B. User Model

C. Designer image

D. Mental Model ok

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_____ represent the user's expectations of the tangible outcomes of using a specific product.

Non-user goals

End goals

Experience goals

Life goals

Example(s) of erroneous mental model:

A) Lots of people pressing elevator (lift) button at least twice.

B) when the TV starts acting up: a typical response is to hit the top of the box repeatedly.

C) trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor.

A. Only A

B. Both A and B ok

C. Both C and A

D. Both B and C

Which option allow the user to select one or more options from a set?
Select the correct option

checkboxes

dropdown lists

radio buttons

toggles ok

Question # 30 of 30 (Start time: 05:21:06 PM, 28 December 2020)

Total Marks: 1

_____ are the most interesting and fascinating specie on planet.

Select the correct option

Computers

Human beings ok P.18

Robots

Aeroplanes

1. Effectiveness 2. Efficiency 3. Fault tolerance 4. Satisfaction

- 1 and 2 y
- **1, 2 and 4**
- 2 and 3
- 2 and 4
-

3. The command-line interface is used because

- It is easy to understand
- It is demanded by DOS
- It is offered by Unix systems
- **It is powerful and flexible**

9. Which application allows the registered users to communicate through voice using a microphone, video call using a webcam, and instant messaging over the internet?

- **Skype**
- Calendar
- Amazon
- CNN

Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because _____.

- Numbers are easier to remember than arbitrary characters
- **The grouping of the numbers is significant OK**
- Ten numbers is not that many to have to remember from working memory
- None of these

12. HCI deals with

- Design of interactive system only
- Evaluation of an interactive system only
- Implementation of an interactive system only
- **All of the given**

14. Which one of the below listed mobile devices is considered as a smartphone?

- Samsung Note2
- Samsung s5
- Apple iPhone

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- **All of the given**

16. Which application can be used by the user to set a reminder about upcoming events like birthday or appointments?

- Skype
- **Calendar**
- Amazon
- None

17. Currently, many common environments for interactive computing are examples of the ___ interface style, often simply called windowing systems

- Three-dimensional
- **WIMP**
- Point and click
- None

18. There are two aspects in which we can understand the nature of usability

- A. Strategic and Tactical
- B. Efficiency and Strategy
- C. Tactical and Reliability
- D. Efficiency and Reliability

- **Only A**
- Only C
- A and D
- B and C

19. ___ aspect guides us to think about user interface idioms in other words, the way in which the user and the idiom interact

- A. Efficient
- B. Strategic
- C. Tactical
- D. Reliable

- **Only B**
- Only C
- A and B
- C and D

20. Once the user input into system, the input language is translated into the ___ language as operations to be performed by the system

- Task
- **Core**
- Both
- None

23. Which of the following type of devices is related to give instructions to the computer?

- **input devices**
- output devices

- monitors
- hard disks

24. Within the display there is an isolated region to call upon a specific operation by the user is called ____

- Pointers
- **Buttons**
- Both
- None

26. ____ are unintentional while ____ occur through conscious deliberation.

- **Slips, mistakes**
- Errors, slips
- Mistakes, errors
- Mistakes, slips

27. What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing**

system

- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None

28. ____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition
- **Attention**
- Learning
- None

29. Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model learning.

- True
- **False**

30. The persona is not an actual user of the product, but is indirectly affected by it and its use refers to ____ persona.

- Primary
- Secondary

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- **Served**
- Negative

31. ____ is a powerful, multipurpose design toll that helps overcome several problems that currently plague the development of digital products.

- Scenario
- **Persona**
- Prototype
- None

32. The difference between the intentions and allowable actions is the:

- **Gulf of Execution**
- Gulf of Evaluation
- Both
- None

33. Attention is the process of selecting things to concentrate on, at a point in time, from the range of:

- **Possibilities available**
- Time Available
- None

34. The goals of HCI are:

- **Usability and User Experience**
- Learnability and Comfort
- Tasks and Goals

35. WYSIWYG stands for ____

- Where you see is where you get
- **What you see is what you get**
- When you see it when you get

36. ____ is proportional to the amplitude of the sound.

- Pitch
- **Loudness**
- Timber
- None

37. Persona is not context specific, so it can be reused easily.

- True
- **False**

38. ___ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons**
- Pointers
- Menus
- Windows

39. User personas that are not primary or secondary are ___ personas.

- Served
- Negative
- Customer
- **Supplemental**

40. Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation**
- Execution
- None

41. The size and shape of a compact disk, is a type of ___ constraint.

- **Physical**
- Logical
- Cultural
- None

42. ___ research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative**
- SME
- None

43. Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do.**

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- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions.
- It involves protecting the users from undesired situations

46. We are deficient in our development ____, not in our development ____ (respectively)

- **Process, Tools**
- Tools, Process
- Tools, Methodology
- None

48. Which of the following does not count as one of the advantages of computers?

- Computers are enabling new discoveries
- Leading to efficiencies
- Making our life convenient
- **Depending so much on computers may give fatal results**

49. The gulf of execution refers to ____

- The user's difficulty in understanding the feedback from the system
- The system's difficulty in processing information in the output language
- **The system's difficulty in converting an input expression into the correct system state transition**
- The user's difficulty in formulating and articulating an intention to the system

53. Human beings interact with outside world, using their

- input channels
- output channels
- sense of sight
- **All of the given**

54. ____ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping**
- None

55. ____ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- **Human Computer Interaction**

- Software Engineering
- Human Computer Interfaces
- None

56. ___ is a very general goal of Usability and refers to how good a system at doing what it is supposed to do.

- **Effectiveness**
- Efficiency
- Utility
- Safety

57. ___ is what goes on in our heads when we carry out our everyday activities?

- **Cognition**
- Learnability
- Memorability
- None

58. ___ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision making
- **Reasoning**
- Problem Solving
- None

59. ___ research helps us understand the domain, context and constraints of a product in different, more useful ways than ___ research do.

- **Qualitative, Quantitative**
- Quantitative, Qualitative
- Qualitative, Deductive
- None

60. In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with ___

- Paper work and computer work
- Spatial and temporal organizations
- **Organizational memory**
- None

61. Using icons on the desktop to represent operations is a type of ___ constraint.

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- Physical
- Logical
- **Cultural**
- None

62. ___ is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility
- **Affordance**
- Constraint
- None

63. ___ minimizes errors.

- Affordance
- **Visibility**
- Constraints
- None

64. The persona's needs are sufficiently unique to require a distinct interface form and behavior is ___ type of Persona.

- **Primary**
- Secondary
- Supplement
- Negative

65. A ___ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette**
- Title bar

66. During ___ phase, usage and workflow patterns discovered through ___ of the field research and interviews are synthesized into domain and user models.

- **Modeling, analysis**
- Analysis, modeling
- Testing, modeling
- Testing, analysis

67. Waterfall model is basically a ___ model in which each step must be completed before the next step can be started:

- Incremental

- **Linear**
- Iterative
- Analytical

69. What is a semantic network?

- **A model of long-term memory**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

71. ___ refers to the way a system supports users in carrying out their tasks.

- **Efficiency**
- Effectiveness
- Utility
- None

72. ___ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors**
- None

73. ___ language tends to be grammatical while ___ language is often Ungrammatical

- **Written, spoken**
- Spoken, written
- Verbal, non-verbal
- None

74. Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic
- **Tactical**
- Efficient

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- Reliable

75. The usability engineering life-cycle was proposed by ____

- **Deborah Mayhew**
- Webster
- Barry Boehm
- Hartson

76. GOMS stands for:

- **Goals, operation, methods, and selection rules** ok 50
- Goals, objects, models and selection rules
- Goals, operations, methods, and state rules
- Goals, operations, models and state rules

77. Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is ____ and other is ____

- **Analytic mode, Synthetic mode**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

78. Drive a vehicle while holding a conversation with a passenger is the example of ____

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention**

79. ____ are dragged down from the title at the top of the screen.

- **Pull Down Menus**
- Main Menus
- Icons
- Buttons

80. When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- **Focused Attention**
- Voluntary Attention
- Involuntary Attention
- Divided Attention

81. Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation

- **All of given**

82. ___ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals
- **End goals**
- Experience goals
- Life goals

83. Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- **Loudness**
- Timber
- None

84. You can load a VCR tape the right way because of ___

- **Physical constraints**
- Logical constraints
- Cultural constraints
- None

85. A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of ___ Design Principle.

- Visibility
- **Affordance**
- Mapping
- None

Certain factors that help us to interact with graphical based systems is

- Indirect manipulation
- **Direct manipulation** **ok**
- Both
- None

97. Formal methods are used to represent:

- Architectural aspects of software systems only
- Procedural aspects of software systems only
- **Both architectural and procedural aspects of software systems**
- None

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•
101. Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- It is a very general goal and refers to how good a system at doing what it is suppose to do.
- **It refers to the way a system supports users in carrying out their tasks.**
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

103. Which of the following is/are goal(s) of usability?

- Effectiveness
- Efficiency
- Safety
- **All of given**

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs is called _____.

- **Quality** **P.39** **OK**
- Effectiveness
- Standard
- Quantity

107. The human eye has approximately ____ rods and ____ cones per eye.

- **120 million, 6 million**
- 190 million, 3 billion
- 150 billion, 6 million
- None

108. Which of the following is a true statement?

- **Human-computer interface specialists are user-centered and software engineers are system centered**
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered
- Human-computer interface specialists and software engineers, both are user-centered

109. Which of the following is flaw in waterfall model?

- **requirements change over time**
- maintenance cannot be possible at the end
- testing should be done before requirements gathering
- All of given

Which of the following is a text entry device?

A. Mouse

B. Monitor

C. Keyboard

ok

D. Touch pad

114. If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention

• **Involuntary attention**

115. Which of the following is a long-term individual difference?

• Age

- **Sex**
- Fatigue
- Color

116. As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- Tactical
- Manual
- Technical

• **Strategic**

117. Adeel renders financial services in "ABC" bank. He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)
- Subject matter expert (SME)
- **Small and medium enterprise (SME)**
- Subject master engineering (SME)

118. Scenario content and context are derived from information gathered during ___ phase and analyzed during the ___ phase (respectively)

- modeling, implementation
- modeling, research
- research, implementation

• **research, modeling**

119. Which of the following is least likely to be revealed by a paper prototype?

- Your users don't know the term algorithm
- **Toolbar buttons are too small to press**
- The help menu isn't in the right place
- Radio buttons are too small

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120. Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about Work domain from the customer

- Only A
- **Only B** **ok**
- Both A and B
- None

121. What are the most common things you do with the product is a type of ____

- Goal-oriented question
- **System-oriented question**
- Workflow-oriented question
- Attitude-oriented question

122. What do you procrastinate on? is type of ____

- Priorities
- **Avoidance**
- Exceptions
- Preference

123. ____ cognitive process involves encoding and recalling knowledge and acting appropriately.

- Attention
- Reduction
- **Memory**
- Encoding

124. Transactional sites that are used for a significant part of an employee's job should be considered full ____ applications.

- **Sovereign**
- Transient
- Temporary
- None

125. Alia is used to describe design problem/solution by ____ that is an imagined or projected sequences of events, especially any of several detailed plans or possibilities.

- **Persona**
- Scenario
- Flowchart
- Brainstorming

126. Around 63% of software projects exceed their cost estimates. The top four reasons for this are:

- A-Frequent requests for change from users
- B-Overlooked tasks
- C-User's lack of understanding of their own requirements
- D-Insufficient user-analyst communication and understanding

- Only A
- Only B
- Only D

- **A, B, C, & D**

127. ___ of the potential sales from a site are lost because people cannot find the item they are looking for

- **50%**
- 40%
- 30%
- 10%

128. Human eye is very sensitive to ___

- Air
- Smoke
- **Light**
- Sand

129. Top of the web page contain the ___

- Menu
- **Title bar**
- Home icon
- Back button

130. The star life cycle was proposed by ___

- Deborah Mayhew
- Webster
- Barry Boehm
- **Hartson**

131. What do you enjoy most about your job (or lifestyle) is an example of ___

- Avoidance
- **Motivation**
- Exceptions
- Attitude-oriented questions

132. ___ represents the early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions
- **Focused on domain knowledge**

133. There can only be one ___ persona per interface for a product.

- **Primary**
- Secondary
- Supplemental
- Customer

134. ___ personas address the needs of customers, not end users.

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- Served
- Negative
- **Customer**
- Supplemental

135. ___ is a usability goal and refers to how easy a system is to remember how to use, once learned.

- Learnability
- **Memorability**
- Utility
- None

136. Ali is working on a document called CV in MS word now wishes to make a copy of it on disk so he can make some changes to the original, Which of the following process will help?

- Redo
- **Archiving**
- Undo
- Milestoning

137. When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- **Alerts**
- Confirmation
- Feedback
- Delete

138. With the help of ___ Model, one can quantify (on the basis of Quantitative Measurement) the human performance in using computer based system

- **GOMS**
- Human processor model
- Quantum model
- Quality model

139. Ethnography is a method that comes originally from anthropology and literally means

- **Writing the culture**
- Social issues
- Ethical issues
- Ethics

140. Physical objects are said to have ___ affordance

- **Real**
- Perceived
- Logical
- Intuitive

141. Which of these specialists is user centered?

- **HCI**

- Software engineer
- Computing Technology
- Web Designer

_____ reasoning derives the logically necessary conclusion from the given premises.

- A. Inductive
- B. Abductive
- C. Deductive**
- D. Distributive

Page 89 ok

In which of the following Qualitative research technique, you will need to understand:

- Their goals in purchasing the product
- Their frustrations with current solutions

A. Stakeholder interviews

B. User and customer interviews

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C. Product/prototype and competitive audits

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