



## CS408 Mcq's Final Term By Vu Topper RM

Human Computer interaction (Virtual University of Pakistan)



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# CS-408 Human Computer Interaction Update MCQS For Final Term Solve By Vu Topper RM

85% To 100% Marks



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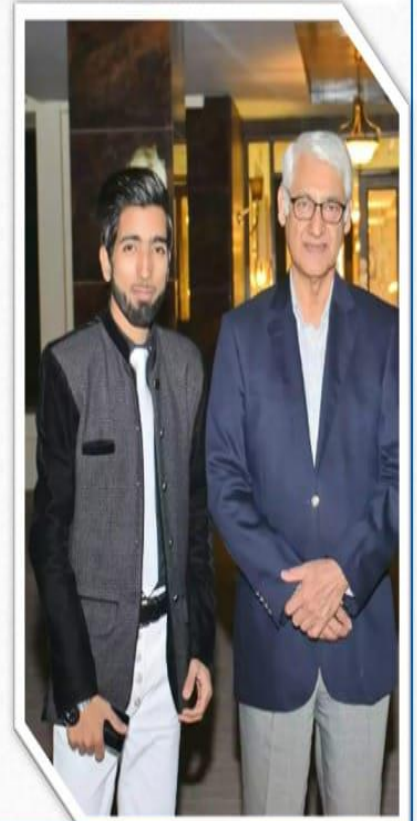
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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Information sites with daily-updated information will naturally attract repeat users more than a \_\_\_\_\_ site.

- A. Infrequent
- B. Nonuser
- C. None of the given

**D. Monthly-updated**

**Page 229**

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Primary**

**Page 196**

- B. Customer
- C. Secondary
- D. Supplemental

**Question No:3**

**(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. Attitude-oriented question
- C. System-oriented question**
- D. Workflow-oriented question

**Page 182**

**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ applications are great platforms for creating an environment rich in visual feedback for the user.

**A. Sovereign**

**Page 222**

- B. Transient
- C. Auxiliary
- D. Daemonic

**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ capture the non-verbal dialogue between artifact and user over time.

- A. Persona

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**B. Scenario** Page 199

- C. Dialogue
- D. Design Model

**Question No:6** (Marks:1) **Vu-Topper RM**

The \_\_\_\_\_ suggests identifying goals and questions first before selecting techniques for the study.

- A. Field study
- B. RVM model
- C. Usability testing

**D. DECIDE framework** Page 367

**Question No:7** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ is the extra work that satisfies the needs to achieve our objective.

- A. Excise** Page 245
- B. Testing
- C. Evaluation
- D. None of the given

**Question No:8** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ frequent your primary personas access the site,  
\_\_\_\_\_ transient a stance the site needs to take (respectively).

- A. More, Less
- B. Less, more** Page 230
- C. Less, less
- D. None of the given

**Question No:9** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ patterns can be applied at the conceptual level.

- A. Postural** Page 217
- B. Structural
- C. Mnemonic
- D. Behavioral

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**Question No:10**

**(Marks:1)**

**Vu-Topper RM**

Overviews serve a similar purpose to \_\_\_\_\_ in an interface.

A. Excise

**B. Signposts**

**Page 253**

C. Navigation

D. Both navigation and excise

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

Evaluations done during design to check that product continues to meet users' needs are known as \_\_\_\_\_ evaluation.

A. Relative

**B. Formative**

**Page 258**

C. Summative

D. None of the given

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

Navigation represents excise except in \_\_\_\_\_.

Select correct option:

A. Web

B. Menus

**C. Games**

**Page 248**

D. Windows

**Question No:13**

**(Marks:1)**

**Vu-Topper RM**

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

**A. End goals**

**Page 192**

B. Life goals

C. Non-user goals

D. Experience goals

**Question No:14**

**(Marks:1)**

**Vu-Topper RM**

User personas that are not primary or secondary are \_\_\_\_\_ personas.

A. Served

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- B. Negative
- C. None of these

**D. Supplemental**      **Page 196**

**Question No:15**      **(Marks:1)**      **Vu-Topper RM**

Because the user's interaction with a \_\_\_\_\_ program dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible.

- A. Transient
- B. Auxiliary
- C. Sovereign**
- D. Daemonic

**Page 222**

**Question No:16**      **(Marks:1)**      **Vu-Topper RM**

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence \_\_\_\_\_ is appropriate.

- A. Field study
- B. Usability testing**
- C. Predictive evaluation
- D. DECIDE framework.

**Page 264**

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

Scenario content and context are derived from information gathered during the \_\_\_\_\_ phase and analyzed during the \_\_\_\_\_ phase (respectively)

- A. Research, Modeling
- B. Research, modeling**
- C. Modeling, Implementation
- D. Research, Implementation

**Page 100**

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

Panes, frames and other containers on screen is a kind of \_\_\_\_\_.

- A. View

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- B. Input method
- C. None of the given

**D. Functional and data elements**

**Page 206**

**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

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

- A. The help menu isn't in the right place.
- B. Toolbar buttons are too small to press**
- C. Your user doesn't know the term algorithm.
- D. None of the given

**Google**

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

Recalling password is \_\_\_\_\_ work.

- A. Physical
- B. Structural
- C. Mnemonic**
- D. Logical

**Page 212**

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

What do you procrastinate on? is type of \_\_\_\_\_.

- A. Priorities
- B. Exceptions
- C. Preference
- D. Avoidance**

**Page 183**

**Question No:22**

**(Marks:1)**

**Vu-Topper RM**

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_.

- A. Field study**
- B. Usability testing
- C. Predictive evaluation
- D. DECIDE framework.

**Page 264**

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**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

What is the second step in defining the requirements with respect to persona-based design?

**A. Brainstorming** Page 200

- B. Identifying persona expectations
- C. Constructing the context scenario
- D. Creating problem and vision statement

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- A. Postural
- B. Structural**
- C. Behavioral
- D. Mnemonic

Page 217

**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

If the product is new then \_\_\_\_\_ time is usually invested in market research.

- A. Less
- B. More
- C. Very less
- D. Moderate**

Page 257

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

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

- A. End goals**
- B. Life goals
- C. Non-user goals
- D. Experience goals

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**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ personas address the needs of customers, not end users.

- A. Served

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B. Negative

**C. Customer**

**Page 197**

D. Supplemental

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ represents the Early-phase of ethnographic interviews.

A. Clarifying questions

B. Confirm patterns of use

C. Clarify user roles and behaviors

**D. Focused on domain knowledge**

**Page 181**

**Question No:29**

**(Marks:1)**

**Vu-Topper RM**

An interface will have zero to two \_\_\_\_\_ personas.

A. Primary

B. Customer

**C. Secondary**

**Page 196**

D. Supplemental

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

Goal-oriented context scenarios are \_\_\_\_\_ task-oriented than key path scenario.

A. Alike

B. More

**C. Less**

**Page 208**

D. Very less

**Question No:31**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is needed to check that users can use the product and like it.

A. Coding

B. Guideline

C. Both

**D. Evaluation**

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**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ phase sets the stage for the core of the design effort.

- A. Modeling
- B. Implementation
- C. None of the given

**D. Requirement definition**

**Page 205**

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- A. Co-discovery
- B. Splendid research
- C. None of the given

**D. Active intervention**

**Page 276**

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ is like a building name for a web site.

- A. Site ID or Logo**
- B. Subsections
- C. Windows
- D. None of these

**Page 287**

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

When the user mistypes, the \_\_\_\_\_ key "undoes" the erroneous characters.

- A. Tab
- B. Shift
- C. Insert

**D. Backspace**

**Page 316**

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

Figuring out "where you are" on the Web is called \_\_\_\_\_.

- A. Webinar

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- B. Web Portal
- C. Web Designing
- D. Web Navigation**

**Page 284**

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ is given structure on the software side through interaction design.

- A. Scope**
- B. Surface
- C. Skeleton
- D. Element

**Page 308**

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

Which of the following should be avoided for making easy and pleasurable interfaces?

- A. Visual noise and clutter**
- B. Use of cohesive, consistent, and contextually appropriate imagery
- C. Provision of visual structure and flow at each level of organization
- D. Contrast, similarity, and layering to distinguish and organize elements.

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

The skeleton plane breaks down into \_\_\_\_\_ components.

- A. two
- B. five
- C. one

**D. three**

**Page 308**

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

Global Navigation system is also called \_\_\_\_\_.

- A. Site ID
- B. Both
- C. None

**D. Persistent Navigation**

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**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

A. Co discovery

B. Trunk test

**C. Active intervention** **Page 276**

D. None of the given

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

Amazon's single row of tabs required only \_\_\_\_\_ graphics per page.

A. One

**B. Two** **Page 295**

C. Five

D. Three

**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

Web designers use the term \_\_\_\_\_ to describes the set of navigation elements that appear on every page of a site.

A. Address Navigation

**B. Penitent navigation or global navigation** **Page 287**

C. Both above

D. None of the given

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ has a goal of assessing whether the product works according to its specifications.

A. Trunk Test

**B. Quality assurance** **Page 270**

C. Both above

D. None of the above

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**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

The contrast of size is usable particularly in display of:

- A. Interface design
- B. Qualitative information
- C. Mixed Method research

**D. Quantitative information**

**Page 347**

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

The secret to designing a successful undo system is to make sure that it supports typically \_\_\_\_\_ tools.

**A. Used**

**Page 311**

- B. Cheap
- C. Unused
- D. Expensive

**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is the remarkable facility that lets us reverse a previous action.

A. Redo

**B. Undo**

**Page 310**

- C. Repeat
- D. Delete

**Question No:48**

**(Marks:1)**

**Vu-Topper RM**

According to Tufte, the visually displayed information should not:

**A. de-quantify quantifiable data**

**Page 354**

- B. Integrate text, graphics, and data in one display
- C. Show things adjacently in space, not stacked in time
- D. Ensure the quality, relevance, and integrity of the content

**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

“What site is this”, statement represents \_\_\_\_\_.

A. Folder

**B. Site ID**

**Page 296**

C. Scroll bar

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D. None of the given

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ was one of the first sites to use tabdividers for navigation.

- A. Daraz
- B. Trello
- C. GitHub

**D. Amazon**

**Page 294**

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not the mistreatment of colors?

- A. Adequate contrast
- B. Inadequate contrast
- C. Excessive saturation

**D. Use of complementary colors**

**Question No:52**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is an early release of a product to a few users.

- A. Focus
- B. None
- C. Surveys

**D. Beta test**

**Page 271**

**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

Which of the following depicts the shape of a check box

**Rectangle**

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not true about colors?

**Colors improve scanning speed**

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**Question No:55**

**(Marks:1)**

**Vu-Topper RM**

What is a multimedia system

**A human computer interface that provide a discrete interaction with digital**

**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

Errors are generally \_\_\_\_\_, incorrect actions.

**Unidirectional**

**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Informational sites with daily-updated information will naturally attract \_\_\_\_\_ users more than a monthly-updated site.

**A. Repeat Page 229**

B. Infrequent

C. Nonuser

D. None of the given

**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are \_\_\_\_\_ posture application.

A. Transient

**B. Sovereign Page 220**

C. Auxiliary

D. None of these

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

This is not a characteristic of usability test

A. The primary goal is to improve usability

**B. The participants do not represent real users. Page 270**

C. Observe and record what participants do and speak

D. None of the given

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**Question No:59**

**(Marks:1)**

**Vu-Topper RM**

In an email application configuring a new email server is a key path activity.

True

**False Page 207**

**Question No:60**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ and \_\_\_\_\_ are the same things.

- A. Excise and Testing
- B. Excise and Evaluation
- C. Excise and Navigation**
- D. All of the given

**Page 248**

**Question No:61**

**(Marks:1)**

**Vu-Topper RM**

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

True

**False Page 256**

**Question No:62**

**(Marks:1)**

**Vu-Topper RM**

Beneath the surface is the \_\_\_\_\_ of the site: the placement of buttons, tabs, photos, and blocks of text.

- A. Scope
- B. Surface
- C. Structure

**D. Skeleton Page 306**

**Question No:63**

**(Marks:1)**

**Vu-Topper RM**

Roughly \_\_\_\_\_ percent of the male population has some degree of color blindness.

**A. 10 Page 358**

- B. 20
- C. 30
- D. 40

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**Question No:64**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Buttons Page 133**

- B. Pointers
- C. Menus
- D. Windows

**Question No:65**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ function came into being as the result of the implementation model for undo

**A. Redo Page 314**

- B. Undo
- C. Repeat
- D. Delete

**Question No:66**

**(Marks:1)**

**Vu-Topper RM**

If the user wants to \_\_\_\_\_ place the document somewhere in the file system hierarchy, he can request this function from the menu.

**A. Explicitly Page 326**

- B. Implicitly
- C. Habitually
- D. Properly

**Question No:67**

**(Marks:1)**

**Vu-Topper RM**

Design of user interfaces does not entirely \_\_ aesthetic concerns, but rather it places such' concerns within the constraints of a \_ framework.

A. Include, Functional

**B. Exclude, Functional**

**Page 343**

- C. Include, Non-Functional
- D. Exclude, Non-Functional

**Question No:68**

**(Marks:1)**

**Vu-Topper RM**

When developing \_\_\_\_\_, plan to keep them short, straightforward and avoid asking too many.

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- A. Videos
- B. Documentation
- C. Contextual enquiry
- D. Interview question**

**Page 371**

**Question No:69** (Marks:1) **Vu-Topper RM**

Conventional wisdom says that \_\_\_\_\_ tell the user when he has made some mistake.

- A. Metadata
- B. System stuck
- C. Program crash

**D. Error messages** **Page 382**

**Question No:70** (Marks:1) **Vu-Topper RM**

People frequently counter the idea of \_\_\_\_\_ feedback with arguments that users don't like it

- A. Video
- B. Audible**
- C. None of these
- D. Walkthroughs

**Page 393**

**Question No:71** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ environments are environments that are user and context aware.

- A. Visual
- B. Sensing
- C. Attentive**
- D. Non-attentive

**Page 418**

**Question No:72** (Marks:1) **Vu-Topper RM**

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

- A. SME
- B. Quantitative
- C. Qualitative**
- D. None of these

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**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

A. Video

B. Observation

**C. Taking notes**

**Page 365**

D. Audio recording

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

Information sites with daily-updated information will naturally attract \_\_\_\_\_ users more than a monthly-updated site.

**A. Repeat**

**Page 229**

B. Nonuser

C. Infrequent

D. None of the given

**Question No:75**

**(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**

**Page 122**

B. Greater

C. Balanced

D. None of the Given

**Question No:76**

**(Marks:1)**

**Vu-Topper RM**

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

A. Indirect manipulation

**B. Direct manipulation**

**Page 86**

C. Both

D. None of the given

**Question No:77**

**(Marks:1)**

**Vu-Topper RM**

Which interface system is based on the question/answer dialogue?

A. Menus

**B. Query interfaces**

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- C. Command Line Interfaces
- D. Natural Language Interfaces

**Question No:78** (Marks:1) **Vu-Topper RM**

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

- A. WIMP** **Page 129**
- B. Point and click
- C. None of these
- D. Three-dimensional

**Question No:79** (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. Desktop metaphors
- B. Indirect Manipulation** **Page 125**
- C. Central processing unit
- D. None of the given

**Question No:80** (Marks:1) **Vu-Topper RM**

Example of form fill interface is \_\_\_\_\_

- A. A dialog boxes
- B. Popup menus
- C. Data entry form on some university web** **Google**
- D. All of the given

**Question No:81** (Marks:1) **Vu-Topper RM**

Building things from user's perspective is called \_\_\_\_\_

- A. Usability** **Page 31**
- B. Portability
- C. Functionality
- D. None of the given

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**Question No:82**

**(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**

- B. Menu
- C. Toolbar
- D. status bar

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

Form-filling interfaces are used for

**A. Data entry** **Page 128**

- B. Data definition
- C. Data integration
- D. Data manipulation

**Question No:84**

**(Marks:1)**

**Vu-Topper RM**

User and system have its own unique language, the language used by the user is called\_\_\_\_\_

- A. Task
- B. Core** **Page 123**
- C. Both
- D. None of the give options

**Question No:85**

**(Marks:1)**

**Vu-Topper RM**

In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.

- A. Trunk test
- B. Co-Discovery** **Page 276**
- C. None of these
- D. Active Intervention

**Question No:86**

**(Marks:1)**

**Vu-Topper RM**

In DECIDE frame work \_\_\_\_\_ comes just after choosing the evaluation paradigm and techniques.

- A. Exploring the questions

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**B. Deciding about ethical issues**

**Page 265**

- C. Identifying the practical issues
- D. None of the given

**Question No:87**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not true regarding “cones”?

**A. More sensitive to light**

**Page 56**

- B. A type of receptor in eye
- C. Different types of cones are sensitive to different wavelengths of light.
- D. Eye has approximately 6 million cones

**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

What is the fourth step in defining the requirements with respect to persona-based design?

- A. Brainstorming
- B. Identifying persona expectations
- C. Constructing the context scenario**
- D. Creating problem and vision statement

**Page 200**

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to \_\_\_\_

**A. View**

**Page 260**

- B. None
- C. Form factor
- D. Input method

**Question No:90**

**(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**

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**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

HCI deals with

- A. Design of interactive system only
- B. Evaluation of interactive system only
- C. Implementation of interactive system only
- D. All of the given Google**

**Question No:92**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Red
- B. Blue
- C. Green Page 62**
- D. Yellow

**Question No:93**

**(Marks:1)**

**Vu-Topper RM**

Choice of operations or services that can be performed by the system

- A. Menu Page 131**
- B. Pointer
- C. Toolbars
- D. None of the given

**Question No:94**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Check boxes
- B. Radio buttons**
- C. Toolbars menus

**Question No:95**

**(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

**Only B Google**

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**Question No:96**

**(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

**Page 143**

**Question No:97**

**(Marks:1)**

**Vu-Topper RM**

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

- A. SME
- B. Qualitative**
- C. Quantitative
- D. None of these

**Page 167**

**Question No:98**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a flaw in waterfall model?

**Requirements change over time** **Page 150**

All of the given

**Question No:99**

**(Marks:1)**

**Vu-Topper RM**

Maintenance cannot be possible at the end testing should be done before requirements gathering

- A. Tiled** **Google**
- B. Neutral
- C. Both
- D. All of the given

**Question No:100**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ patterns can be applied at the conceptual level.

- A. Postural**
- B. Structural
- C. Behavioral
- D. Mnemonic

**Page 217**

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**Question No:101**

**(Marks:1)**

**Vu-Topper RM**

We are deficient in our development \_\_, not in our development --- (respectively).

**A. Process, Tools Page 23**

- B. Tools, Process
- C. Tools, Methodology
- D. None of these

**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Leading to efficiencies
  - B. Making our life convenient
  - C. Computers are enabling new discoveries
  - D. Depending so much on computers may give fatal results**
- Google**

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

The gulf of execution refers to \_\_\_\_\_ .

- A. The user's difficulty in understanding the feedback from the system
  - B. The system's difficulty in presenting information in the output language
  - C. The system's difficulty in converting an input expression into the correct system state transition**
- Google**

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

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? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv)

**A. 1 & (ii) Page 31**

- B. (i), (ii) & (iv)
- C. & (iii)
- D. (ii) & (iv)

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**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

Formal methods are used to represent

- A. Procedural aspects of software systems only
- B. Architectural aspects of software systems only
- C. Both architectural and procedural aspects of software systems**

**Page 21**

D. None of the given

**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Short-term memory has no capacity.
- B. Short-term memory has a limited capacity** **Google**
- C. Short-term memory has an unlimited capacity.
- D. Short-term memory has large but limited capacity.

**Question No:107**

**(Marks:1)**

**Vu-Topper RM**

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

- A. A typical speaker
- B. A typical monitor** **Google**
- C. A typical keyboard
- D. A typical processor

**Question No:108**

**(Marks:1)**

**Vu-Topper RM**

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

- A. To produce safe systems
- B. To produce usable systems
- C. To produce non-functional systems** **Page 30**
- D. To improve effectiveness of the systems

**Question No:109**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Sense of sight
- B. Input channels

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C. Output channels

**D. All of the given**

**Page 54**

**Question No:110**

**(Marks:1)**

**Vu-Topper RM**

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

A. Hue

B. Intensity

C. Saturation

**D. All of the given**

**Page 59**

**Question No:111**

**(Marks:1)**

**Vu-Topper RM**

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

A. Statistics

B. Sociology

**C. Psychology**

**Page 43**

D. Computer Science

**Question No:112**

**(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 and touch

**C. Sight, hearing and touch**

**Google**

**Question No:113**

**(Marks:1)**

**Vu-Topper RM**

According to Joran, the fitness for purpose or use, is said to be

**A. Quality**

**Page 39**

B. Usability

C. Efficiency

D. Reliability

**Question No:114**

**(Marks:1)**

**Vu-Topper RM**

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

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

**Question No:115** (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 \_\_\_\_\_ .

- A. The grouping of the numbers is significant** **Google**
- B. Numbers are easier to remember than arbitrary characters.
- C. Ten numbers are not that many to have to remember from working memory.
- D. None of these

**Question No:116** (Marks:1) **Vu-Topper RM**

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

- A. Birds
- B. Animals
- C. Humans**
- D. Computers

**Page 18**

**Question No:117** (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?

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

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**Question No:118**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Safety
- B. Efficiency
- C. Effectiveness

**D. All of the given**      **Google**

**Question No:119**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Divided Attention
- B. Focused Attention**
- C. Voluntary Attention
- D. Involuntary attention

**Page 78**

**Question No:120**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Focused Attention
- B. Divided Attention**
- C. Voluntary Attention
- D. Involuntary attention

**Page 78**

**Question No:121**

**(Marks:1)**

**Vu-Topper RM**

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- A. Auxiliary
- B. Transient**
- C. Information

**Page 231**

**Question No:122**

**(Marks:1)**

**Vu-Topper RM**

The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

- A. Harston
- B. Webster

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C. Barry Boehm

**D. Deborah Mayhew**

**Page 153**

**Question No:123**

**(Marks:1)**

**Vu-Topper RM**

XYZ Ltd is well reputed software house;vustudents.ning they make a significant investment in building\_\_\_\_that encourages greater customer loyalty.

A. Harmony

B. Grouping

**C. Brand Equity**

D. Visual Symbols

**Page 353**

**Question No:124**

**(Marks:1)**

**Vu-Topper RM**

Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?

A. MS World

B. Television

C. Newspaper

**D. Worldwide Web**

**Page 305**

**Question No:125**

**(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 \_\_\_\_.

A. Evaluation mode, testing mode

B. Analyze mode, feedback mode

**C. Analytic mode, synthetic mode**

D. Implementation mode, task mode

**Page 153**

**Question No:126**

**(Marks:1)**

**Vu-Topper RM**

\_\_ refers to the way a system supports users in carrying out their tasks.

A. Utility

**B. Efficiency**

C. Effectiveness

D. None of the these

**Page 31**

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**Question No:127**

**(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.

A. Conceptual Models

**B. Interface Metaphors** **Page 51**

C. User Interaction Models

**Question No:128**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

**A. Written, spoken** **Page 87**

B. Spoken, written

C. None of the given choices

**Question No:129**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is not a secondary color?

**A. Blue** **Page 63**

B. Green

C. Purple

D. Orange

**Question No:130**

**(Marks:1)**

**Vu-Topper RM**

Which one is not an input Controls?

**A. Tags** **Google**

B. Buttons

C. Text fields

D. Checkboxes

**Question No:131**

**(Marks:1)**

**Vu-Topper RM**

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

A. Inductive

B. Abductive

**C. Deductive** **Page 89**

D. Distributive

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**Question No:132**

**(Marks:1)**

**Vu-Topper RM**

Which of the following can serve as the most appropriate alternate to "mouse"?

- A. RAM
- B. Monitor
- C. keyboard

**D. Touch pad**

**Google**

**Question No:133**

**(Marks:1)**

**Vu-Topper RM**

What are the three types of reasoning?

- A. Deductive, Productive and Inductive
- B. Adductive, Inductive and Deductive**
- C. Inductive, Adductive and Reproductive
- D. Productive, Reproductive and Deductive

**Page 89**

**Question No:134**

**(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 powerful and flexible**
- D. It is offered by Unix systems

**Google**

**Question No:135**

**(Marks:1)**

**Vu-Topper RM**

Visually impaired persons can interact with the outside world using them

- A. Sense of sight
- B. Sense of hearing
- C. Both sense of touch and sense of hearing**
- D. Sense of touch

**Google**

**Question No:136**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Efficiency**
- B. Satisfaction
- C. Adaptability

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D. Effectiveness

**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

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

A. None

**B. WIMP**

**Page 129**

C. Point and click

D. Three-dimensional

**Question No:138**

**(Marks:1)**

**Vu-Topper RM**

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

Strategic and Tactical

Efficiency and Strategy

Tactical and Reliability

Efficiency and Reliability

**A. Only A**

**Page 143**

B. Only C

C. A and D

D. B and C

**Question No:139**

**(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. Tactical

B. Reliable

**C. Strategic**

**Page 143**

D. Efficient

**Question No:140**

**(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

A. Task

**B. Core**

**Page 123**

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- C. Both
- D. None

**Question No:141** (Marks:1) **Vu-Topper RM**

Which of the following is true regarding "Visibility"?

- A. The more visible functions are, the less likely users will be able to know what to do next.
- B. Functions visibility and user knowing of what to do next, are not related to each other.
- C. The more visible functions are, the more likely users will be able to know what to do next** Google
- D. None

**Question No:142** (Marks:1) **Vu-Topper RM**

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

- A. Monitors
- B. Hard disks
- C. Input devices** Google
- D. Output devices

**Question No:143** (Marks:1) **Vu-Topper RM**

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

- A. Pointers
- B. Buttons** Google
- C. Both
- D. None

**Question No:144** (Marks:1) **Vu-Topper RM**

Choice of operations and services are offered on the screen through \_\_\_\_

- A. Menus** Google
- B. None
- C. Pointers
- D. Toolbars

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**Question No:145**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_ are unintentional while \_\_\_ occur through conscious deliberation.

- A. Errors, slips
- B. Mistakes, slips
- C. Slips, mistakes**
- D. Mistakes, errors

**Page 100**

**Question No:146**

**(Marks:1)**

**Vu-Topper RM**

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

- A. It explains what is involved in insight
- B. It allows ill-defined problems to be solved
- C. It operates within the constraints of the human processing system Page 91**
- D. None of the these

**Question No:147**

**(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.

- A. Learning
- B. Attention Page 76**
- C. None
- D. Perception and recognition

**Question No:148**

**(Marks:1)**

**Vu-Topper RM**

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

True

**False Page 176**

**Question No:149**

**(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.

- A. Served Page 159**
- B. Primary

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- C. Negative
- D. Secondary

**Question No:150** (Marks:1) **Vu-Topper RM**  
\_\_\_ is a powerful, multipurpose design toll that helps overcome several problems that currently plague the development of digital products.

- A. Scenario
- B. Persona**
- C. Prototype
- D. None

**Page 187**

**Question No:151** (Marks:1) **Vu-Topper RM**  
The difference between the intentions and allowable actions is the:

- A. Gulf of Execution**
- B. Gulf of Evaluation
- C. Both
- D. None

**Page 103**

**Question No:152** (Marks:1) **Vu-Topper RM**  
Attention is the process of selecting things to concentrate on, at a point in time, from the range of:

- A. Time Available
- B. None of the these

**C. Possibilities available** **Page 76**

**Question No:153** (Marks:1) **Vu-Topper RM**  
The goals of HCI are:

- A. Tasks and Goals
- B. Learnability and Comfort

**C. Usability and User Experience** **Page 30**

**Question No:154** (Marks:1) **Vu-Topper RM**  
WYSIWYG stands for \_\_\_

- A. What you see is what you get** **Page 36**
- B. When you see it when you get

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C. Where you see is where you get

**Question No:155**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_ is proportional to the amplitude of the sound.

- A. Pitch
- B. Timber
- C. Loudness**
- D. None

**Page 70**

**Question No:156**

**(Marks:1)**

**Vu-Topper RM**

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

True

**False**

**Page 189**

**Question No:157**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Action
- B. Execution
- C. None
- D. Evaluation**

**Page 99**

**Question No:158**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Physical**
- B. Logical
- C. Cultural
- D. None

**Page 106**

**Question No:159**

**(Marks:1)**

**Vu-Topper RM**

Poorly designed computer system can be extremely annoying to users

Human beings interact with outside world, using them

- A. Sense of sight
- B. Input channels
- C. Output channels

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**D. All of the given**

**Google**

**Question No:160**

**(Marks:1)**

**Vu-Topper RM**

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

A. Visibility

**B. Mapping**

**Page 107**

C. Affordance

D. None

**Question No:161**

**(Marks:1)**

**Vu-Topper RM**

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

A. Software Engineering

B. Human Computer Interfaces

**C. Human Computer Interaction**

**Page 14**

D. None

**Question No:162**

**(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.

A. Safety

B. Efficiency

**C. Effectiveness**

**Page 31**

**Question No:163**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_ is what going on in our heads when we carry out our everyday activities?

**Cognition**

**Page 47**

Learnability

**Question No:164**

**(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.

**A. Reasoning**

**Page 89**

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- B. Problem Solving
- C. Decision making
- D. None

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

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

- A. Qualitative, Deductive
- B. Quantitative, Qualitative
- C. Qualitative, Quantitative**
- D. None of these

**Page 167**

**Question No:166** (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**
- B. Paper work and computer work
- C. Spatial and temporal organizations
- D. None of these

**Page 176**

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

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

- A. Logical
- B. Physical
- C. Cultural**
- D. None of these

**Page 106**

**Question No:168** (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.

- A. Visibility
- B. Constraint
- C. Affordance**
- D. None of these

**Page 105**

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**Question No:169**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Primary**

**Page 159**

B. Negative

C. Secondary

D. Supplement

**Question No:170**

**(Marks:1)**

**Vu-Topper RM**

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

A. Button

B. Pointer

**C. Palette**

**Page 133**

D. Title bar

**Question No:171**

**(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.

A. Testing, analysis

B. Testing, modeling

**C. Modeling, analysis**

**Page 159**

D. Analysis, modeling

**Question No:172**

**(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:

**A. Linear**

**Page 149**

B. Iterative

C. Analytical

D. Incremental

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**Question No:173**

**(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**

**Page 185**

D. None

**Question No:174**

**(Marks:1)**

**Vu-Topper RM**

What is a semantic network?

**A model of long-term memory**

**Page 82**

**Question No:175**

**(Marks:1)**

**Vu-Topper RM**

GOMS stands for:

- A. Goals, operations, models and state rules
- B. Goals, objects, models and selection rules
- C. Goals, operations, methods, and state rules

**D. Goals, operation, methods, and selection rules**

**Page 50**

**Question No:176**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_ are dragged down from the title at the top of the screen.

- A. Icons
- B. Buttons
- C. Main Menus

**D. Pull Down Menus**

**Page 132**

**Question No:177**

**(Marks:1)**

**Vu-Topper RM**

You can load a VCR tape the right way because of \_\_\_

- A. Logical constraints
- B. Cultural constraints

**C. Physical constraints**

**Page 106**

D. None

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**Question No:178**

**(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.

- A. Mapping
- B. None
- C. Visibility

**D. Affordance**

**Page 105**

**Question No:179**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Goals
- C. Evaluation
- D. Objectives

**B. Errors**

**Page 100**

**Question No:180**

**(Marks:1)**

**Vu-Topper RM**

Ergonomics is also called \_\_\_

- A. Assembly
- C. Both
- D. None of the these

**B. Human Factors**

**Google**

**Question No:181**

**(Marks:1)**

**Vu-Topper RM**

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

**Complementary colors**

**Page 64**

**Question No:182**

**(Marks:1)**

**Vu-Topper RM**

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called \_\_\_

- A. Quality
- B. Standard
- C. Quantity
- D. Effectiveness

**Page 40**

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**Question No:183**

**(Marks:1)**

**Vu-Topper RM**

The human is having approximately \_\_\_ rods and \_\_\_ cones per eye.

**120 million, 6 million Google**

**Question No:184**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a true statement?

**A. Human-computer interface specialists are user-centered and software engineers are system centered Page 21**

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

**Question No:185**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is a text entry device?

A. Mouse

B. Monitor

**C. Keyboard**

**Page 110**

D. Touch pad

**Question No:186**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_ model should match the \_\_\_ model.

A. Mental, central

B. User, conceptual

C. Conceptual, central

**D. Conceptual, mental**

**Page 94**

**Question No:187**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is/are aspect(s) of human action?

A. Efficiency and execution

B. Evaluation and efficiency

**C. Execution and evaluation**

**Page 99**

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**Question No:188**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Divided attention
- B. Focused attention
- C. Voluntary attention

**D. Involuntary attention** **Page 70**

**Question No:189**

**(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?

- A. Tactical
- B. Manual
- C. Strategic**
- D. Technical

**Page 147**

**Question No:190**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_ cognitive process involves encoding and recalling knowledge and acting appropriately.

- A. Attention
- B. Memory**
- C. Reduction
- D. Encoding

**Google**

**Question No:191**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Transient
- B. Sovereign**
- C. Temporary
- D. None

**Page 30**

**Question No:192**

**(Marks:1)**

**Vu-Topper RM**

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

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**A. 50%**

**Page 141**

B. 40%

C. 30%

D. 10%

**Question No:193 (Marks:1)**

**Vu-Topper RM**

Human eye is very sensitive to \_\_\_\_

A. Air

**B. Light Page 56**

C. Sand

D. Smoke

**Question No:194 (Marks:1)**

**Vu-Topper RM**

Top of the web page contain the \_\_\_\_

A. Menu

**B. Title bar Page 10**

C. Home icon

D. Back button

**Question No:195 (Marks:1)**

**Vu-Topper RM**

The star life cycle was proposed by \_\_\_\_

A. Webster

**B. Harston Page 152**

C. Barry Boehm

D. Deborah Mayhew

**Question No:196 (Marks:1)**

**Vu-Topper RM**

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

A. Avoidance

**B. Motivation Page 183**

C. Exceptions

D. Attitude-oriented questions

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**Question No:197**

**(Marks:1)**

**Vu-Topper RM**

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

**Memorability**

**Page 32**

**Question No:198**

**(Marks:1)**

**Vu-Topper RM**

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?

- A. Redo
- B. Undo
- C. Both

**D. Archiving**

**Page 321**

**Question No:199**

**(Marks:1)**

**Vu-Topper RM**

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

**Writing the culture**

**Page 173**

**Question No:200**

**(Marks:1)**

**Vu-Topper RM**

With the help of \_\_\_ Model, one can quantify (on the basis of Quantitative Measurement) the human performance in using computer-based system

**A. GOMS**

**Page 50**

- B. Quality model
- C. Quantum model
- D. Human processor model

**Question No:201**

**(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?

**A. Alerts**

**Page 47**

- B. Delete
- C. Feedback

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D. Confirmation

**Question No:202**

**(Marks:1)**

**Vu-Topper RM**

Physical objects are said to have \_\_\_ affordance

**A. Real**

**Page 105**

B. Logical

C. Intuitive

D. Perceived

**Question No:203**

**(Marks:1)**

**Vu-Topper RM**

Number of keystrokes is the type of \_\_\_\_\_ work.

A. Logical

**B. Physical**

**Page 212**

C. Mnemonic

D. Structural

**Question No:204**

**(Marks:1)**

**Vu-Topper RM**

If the user requires access via a navigational portal relatively infrequently, the appropriate posture is \_\_\_\_\_.

A. Sovereign

**B. Transient**

**Page 231**

C. Temporary

D. None of the given

**Question No:205**

**(Marks:1)**

**Vu-Topper RM**

Desktop applications fit into \_\_\_\_\_ categories of posture.

A. Two

**B. Four**

**Page 220**

C. Five

D. Three

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**Question No:206**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ are the street signs of the web.

A. Site IDs

B. Sections

**C. Page Names**

**Page 291**

D. Home pages

**Question No:207**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is not like other pages; it has different burdens to bear, different promises to keep.

A. Form

B. Sections

**C. Homepage**

**Page 287**

D. Navigation bar

**Question No:208**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ frequent your primary personas access the site, When you engaged in a conversation you are more attentive what the other person is saying. It is called?

A. Divided Attention

**B. Focused Attention**

**Page 78**

C. Involuntary attention

**Question No:209**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ minimizes errors.

Visibility

Affordance Constraints

**Affordance and Visibility**

**Google**

**Question No:210**

**(Marks:1)**

**Vu-Topper RM**

The \_\_\_\_\_ is a concrete expression of the more abstract structure of the site.

A. Scope

**B. Skeleton**

**Page 306**

C. Strategy

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## D. Structure

**Question No:211**

**(Marks:1)**

**Vu-Topper RM**

Every page within a site should contain a brief \_\_\_\_\_ that accurately describes the content of the page.

A. Header

**B. Site ID**

**Page 287**

C. Search button

D. Local Navigation.

**Question No:212**

**(Marks:1)**

**Vu-Topper RM**

What is the fifth step in defining the requirements with respect to persona-based design?

A. Brainstorming

**B. Identifying needs**

**Page 200**

C. Identifying persona expectations.

D. Constructing the context scenario

**Question No:213**

**(Marks:1)**

**Vu-Topper RM**

The established standard suite of \_\_\_\_\_ for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog.

A. OS management

B. Data management

**C. File management**

**Page 325**

**Question No:214**

**(Marks:1)**

**Vu-Topper RM**

Explanatory undo is, generally, a much more pleasant feature than \_\_\_\_\_.

**A. Blind undo**

**Page 312**

B. Single Undo

C. Multiple undo

D. Incremental Undo

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Question No:215

(Marks:1)

Vu-Topper RM

Browser Title always contains the word ' \_\_\_\_\_ '.

A. Error

**B. Home**

**Page 300**

C. Default

D. Browser

**Visit My YouTube Channel**  
**For Subjective and More**  
**Important Files**  
**Channel Name = #VuTopperRM**

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