

Q.1 Which one is not a characteristic of usability test?

- A. Observe and record what participants do and say
 - B. Analyze the data, diagnose the real problems, and recommend changes to fix those problems
 - C. The participants do not represent real users**
 - D. The primary goal is to improve usability
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Q.2 What is the fourth step in defining the requirements with respect to persona-based design?

- A. Identifying persona expectations.
 - B. Constructing the context scenario.**
 - C. Brainstorming.
 - D. Creating problem and vision statement.
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Q.3 The _____ suggests identifying goals and questions first before selecting techniques for the study.

- A. Field study
 - B. RVM model
 - C. DECIDE framework**
 - D. Usability testing
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Q.4 Panes, frames and other containers on screen is a kind of _____.

- A. View
 - B. Functional and data elements**
 - C. Input method
 - D. Form factor
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Q.5 _____ 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. Active intervention**
 - B. Co discovery
 - C. Beta test
 - D. Trunk test
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Q.6 Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are _____ posture application.

- A. Auxiliary
 - B. Sovereign**
 - C. Redundant
 - D. Transient
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Q.7 _____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- A. Active intervention
 - B. Splendid research
 - C. Formal test report
 - D. Co-discovery**
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Q.8 Desktop applications fit into _____ categories of posture.

- A. Four
 - B. Five
 - C. Two
 - D. Three**
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Q.9 An interface will have zero to two _____ personas.

- A. Primary
 - B. Secondary**
 - C. Customer
 - D. Supplemental
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Q.10 Recalling password is _____ work.

- A. Physical
 - B. Structural
 - C. Mnemonic**
 - D. Logical
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Q.11 A/an _____ is a logical representation of a table or combination of tables.

- A. View**
 - B. Join
 - C. Function
 - D. Index
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Q.12 A/an _____ is a collection of column information corresponding to a single record.

- A. Row**
 - B. Attribute
 - C. Table
 - D. Entity
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Q.13 You can use views in almost the same way as _____.

- A. Join
 - B. Table**
 - C. Function
 - D. Index
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Q.14 _____ is the basic unit of data storage in an Oracle Database.

- A. Function
 - B. Index
 - C. Table**
 - D. Join
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Q.15 A/an _____ derives its data from the table on which it is based. This table is known as base table.

- A. Function
 - B. Index
 - C. View**
 - D. Join
-

Q.16 What is the purpose of the Banker's Algorithm?

- A. Compressing resources
 - B. Avoiding deadlock**
 - C. Managing user passwords
 - D. Speeding up memory access
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Q.17 The Solution of Dining Philosopher Problem is used to avoid _____.

- A. Isolation condition
 - B. Multitasking condition
 - C. Separation condition
 - D. Deadlock condition**
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Q.18 Which header file is used to access the log2 function in C?

- A. <string.h>
 - B. <math.h>**
 - C. <stdio.h>
 - D. <stdlib.h>
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Q.19 Which variable is used to check if the system is in a safe state in Banker's algorithm?

- A. allocation
 - B. exec
 - C. safe**
 - D. counter
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Q.20 The address seen by memory unit i.e. the address loaded into the memory address register is commonly referred to as the _____.

- A. Complex address
 - B. Logical address
 - C. Simple address
 - D. Physical address**
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