

CS408 MIDTERM 2008 UNSOLVED

Question No: 1 (Marks: 1)

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 of these

Question No: 2 (Marks: 1)

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 of these

Question No: 3 (Marks: 1)

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

- ▶ Physical
- ▶ Logical
- ▶ Cultural
- ▶ None of these

Question No: 4 (Marks: 1)

_____ 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 of these

Question No: 5 (Marks: 1)

_____ minimizes errors.

- ▶ Affordance
- ▶ Visibility
- ▶ Constraints
- ▶ None of these

Question No: 6 (Marks: 1)

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

- ▶ Pitch
- ▶ Loudness
- ▶ Timber
- ▶ None of these

Question No: 7 (Marks: 1)

_____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ▶ Human
- ▶ Computer
- ▶ Human Computer Interaction
- ▶ None of these

Question No: 8 (Marks: 1)

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: 9 (Marks: 1)

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

- ▶ Button
- ▶ Pointer
- ▶ Palette
- ▶ Title bar

Question No: 10 (Marks: 1)

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: 11 (Marks: 1)

During _____ phase, usage and workflow patterns discovered through _____.

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- ▶ Modeling, analysis
- ▶ Analysis, modeling
- ▶ Testing, modeling
- ▶ Testing, Analysis

Question No: 12 (Marks: 1)

The Usability Engineering lifecycle was proposed by _____.

- ▶ Deborah Mayhew
- ▶ Webster
- ▶ Barry Boehm.
- ▶ Hartson.

Question No: 13 (Marks: 1)

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: 14 (Marks: 1)

Models are used in design to

- ▶ Generate the design
- ▶ Evaluate the design
- ▶ Generate and evaluate the design
- ▶ None of the given

Question No: 15 (Marks: 1)

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: 16 (Marks: 1)

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

- ▶ Sight and hearing
- ▶ Hearing, touch and smell
- ▶ Hearing and touch
- ▶ Sight, hearing and touch

Question No: 17 (Marks: 1)

Define Attention. [1]

Question No: 18 (Marks: 1)

Define Recognition. [1]

Question No: 19 (Marks: 2)

What is the difference between Tertiary and Analogous colors? [2]

Question No: 20 (Marks: 3)

Comment to justify the following statement.

“Most users are neither beginners nor experts; instead they are intermediates”

Question No: 21 (Marks: 5)

What are the pointing devices? Explain trackball as pointing device? [2+3]

Question No: 22 (Marks: 10)

Consider the vertical scroll bar of a web browser or word processor. For each of Norman's five principles below, give one way that the scrollbar uses the principle for effective design. Describe the interface model of the scroll bar in one sentence.

[2*5]

- **Affordance:**
- **Constraints:**
- **Mapping:**
- **Visibility:**
- **Feedback:**