

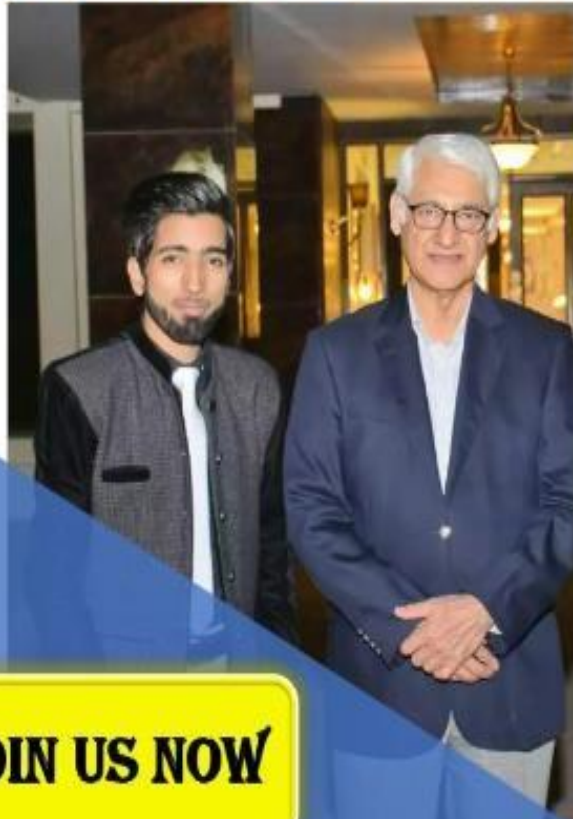
**Cs-408 Important Mid Term**  
**Mcq's Quiz-1 File** :

**Solve By Vu-Topper RM!!**

وَعَزُّ مَنْ تَشَاءُ وَتَذَلُّ مَنْ تَشَاءُ



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**Rizwan Manzoor**

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**Question No:1** (Marks:1) **Vu-Topper RM**  
Gulf of \_\_\_\_\_ is the difference between the user's formulation of the actions to reach the goal and the actions allowed by the system

**Gulf of execution 122**

**Question No:2** (Marks:1) **Vu-Topper RM**  
Which application has the features such as file transferring, video conferencing and share screening?

CNN

**Skype** ok

Amazon

Calendar

**Question No:3** (Marks:1) **Vu-Topper RM**  
Up and down arrows used to represent the up and down movement of the cursor, respectively, on a computer keyboard is the example of \_\_\_\_\_

**Mapping**

**Question No:4** (Marks:1) **Vu-Topper RM**  
Example of form fill interface is \_\_\_\_\_

**Data entry from on some university web**

**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

**Complementary 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**

**Question No:10** (Marks:1) **Vu-Topper RM**  
To organize the days for social, commercial, religious and administrative purpose, which application can use?

**Skype**

**Question No:11** (Marks:1) **Vu-Topper RM**  
The \_\_\_\_\_ model should match the \_\_\_\_\_ model.

**Conceptual, material**

**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**

**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?

**Radio button**

**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.  
“**Computer literacy**”

**Question No:19** (Marks:1) **Vu-Topper RM**  
The \_\_\_\_\_  
**The system difficulty in converting an input expression into the correct system state transition**  
gulf of execution refers to \_\_\_\_\_

**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**

**Question No:22** (Marks:1) **Vu-Topper RM**  
Which one of the below listed mobile devices is not considered as a smartphone?  
**Nokia 1110**

**Question No:23** (Marks:1) **Vu-Topper RM**  
During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_ (respectively)  
**Modeling, analysis**

**Question No:24** (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. **b) Core**

**Question No:25** (Marks:1) **Vu-Topper RM**  
Which of the following requires less cognitive effort than others?  
**Listening**

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

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

**Calendar**

**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

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 \_\_\_\_\_.

**Mistake**

**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

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

**execution and evaluation**

**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?

Hue

**Prism**

Intensity

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 \_\_\_\_\_.

**Evaluation**

**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 **Icon**

**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?  
**requirements change over time**

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

**Organizational memory**

**Question No:43** (Marks:1) **Vu-Topper RM**

Memory model is also called \_\_\_\_\_ model.

**Multi- Store**

**Question No:44** (Marks:1) **Vu-Topper RM**

Novatech survey was designed to know the relationship between \_\_\_\_\_ and \_\_\_\_\_.

**computers , human beings**

**Question No:45** (Marks:1) **Vu-Topper RM**

If system image does not make design model clear and consistent, then user will have wrong \_\_\_\_\_. **b) User 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**

**Question No:47** (Marks:1) **Vu-Topper RM**

Up and down arrows used to represent the up and down movement of the cursor, respectively, on a computer keyboard is the example of \_\_\_\_\_.

**Mapping**

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

**Button**

**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**

**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 **Modeling**

**Question No:51** (Marks:1) **Vu-Topper RM**  
The process of linking and manipulating multimedia representations at the interface is called \_\_\_\_\_.  
**Dyna-linking**

**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.  
**Dyslexics**

**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 \_\_\_\_\_. **Constraint**

**Question No:54** (Marks:1) **Vu-Topper RM**  
In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.  
**Organizational memory**

**Question No:55** (Marks:1) **Vu-Topper RM**  
During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_(respectively)  
**Modeling, analysis**

**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.

Amazon

**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

**Question No:59** (Marks:1) **Vu-Topper RM**

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

Can fly in air

**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).

Implicit, explicit

**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

Both A and B

**Question No:63** (Marks:1) **Vu-Topper RM**

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

Kenneth Craik

**Question No:64** (Marks:1) **Vu-Topper RM**

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

Tiled

**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;

**Telnet**

**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

**Question No:69**

**(Marks:1)**

**Vu-Topper RM**

Interpreting the perception means

a) Determine mapping from system state to interpretation system is in the desired state

b) Determining mapping from intention to physical movement system is in the desired state **a) Only A**

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**

d) Procedure

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

Subject matter experts (SME) are a) Beginners

b) Intermediate users

**c) Expert users**

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:74**

**(Marks:1)**

**Vu-Topper RM**

An 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

**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**
- 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 \_\_\_\_\_. a) Pointers

**b) Buttons**

- c) Both
- d) None of the given

**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

Our 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**

- 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

**Question No:**

**(Marks:1)**

**Vu-Topper RM**

**82**

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:83**

**(Marks:1)**

**Vu-Topper RM**

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

- a) User, conceptual
- b) **Conceptual, mental**
- c) Mental, central
- d) Conceptual, central

**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**
- d) Rodes

**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

**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**

- 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

**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

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

- a) Task
- b) Core
- c) **Both**
- d) None of the given options

**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

**Question No:**

**(Marks:1)**

**Vu-Topper RM**

**93**

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

a)

Functionality

**b) Usability**

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**

The term mental model was first developed in the early 1640s by \_\_\_\_\_.

**a)**

**Kenneth Craik**

b) Donald Norman

c) Johnson-Laird

d) None of the above

**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**

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

**Question No:102**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is used to toggle between two states? a) Check boxes

- b) Radio buttons**
- c) Toolbars
- d) Menus

**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** ok
- d) 2000

**Question No:**

**(Marks:1)**

**Vu-Topper RM**

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 the 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:109**

**(Marks:1)**

**Vu-Topper RM**

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

**a) Complementary colors**

- b) Analogous colors
- c) Primary colors
- d) Secondary colors

**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**

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

**Question No:114**

**(Marks:1)**

**Vu-Topper RM**

The comfort and acceptability of use is called

**Efficiency**

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

**Question No:**

**(Marks:1)**

**Vu-Topper RM**

D. checkboxes

**Question No:117**

**(Marks:1)**

**Vu-Topper RM**

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

**Short-term memory has a limited capacity**

Short-term memory has an unlimited capacity

**118**

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

**a typical monitor**

**Question No:119**

**(Marks:1)**

**Vu-Topper RM**

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

**Humans**

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?

**Skype**

Calendar

**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:123**

**(Marks:1)**

**Vu-Topper RM**

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

**Deductive**

Inductive

**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

**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

**Question No:**

**(Marks:1)**

**Vu-Topper RM**

**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:133**

**(Marks:1)**

**Vu-Topper RM**

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

bar **icon**

**Question No:134**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is true regarding "Visibility"?

**The more visible functions are, the more likely users will be able to know what to do next**

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

**Question No:135**

**(Marks:1)**

**Vu-Topper RM**

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

**input devices** output devices monitors  
hard disks

**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

**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

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

Toolbars

**Menus**

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:**

**(Marks:1)**

**Vu-Topper RM**

**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

**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**

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**

**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**

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

**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:176**

**(Marks:1)**

**Vu-Topper RM**

Models are used in design to

Generate the design

Evaluate the design

**Generate and Evaluate the design**

None

**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

**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

**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:

**Errors**

Goals

Evaluation

Objectives

**Question No:193**

**(Marks:1)**

**Vu-Topper RM**

Ergonomics is also called \_\_\_\_  
Assembly

**Human Factors**

Both

None

**Question No:194**

**(Marks:1)**

**Vu-Topper RM**

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

**Core**

Task

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**

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?

**Smaller**

Greater

Balanced

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 system is based on the question/answer dialogue?

Command Line interfaces

## Query interfaces

Menus

Natural Language interfaces

**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 \_\_\_\_

### Direct manipulation

Desktop metaphors

Central processing unit

None

**Question No:200**

**(Marks:1)**

**Vu-Topper RM**

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

A dialog box

Pop up menus

### Data entry form on some university web

All of given

**Question No:201**

**(Marks:1)**

**Vu-Topper RM**

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

Functionality

### Usability

Portability

None

**Question No:202**

**(Marks:1)**

**Vu-Topper RM**

Form-filling interfaces are used for:

### Data entry

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

**Question No:204**

**(Marks:1)**

**Vu-Topper RM**

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

### **Complementary colors**

Analogous colors  
Primary colors  
Secondary colors

**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**

**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

**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**

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

**Toggle button**

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

**Black Page65**

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**

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.

**Chord keyboards Page 112**

‘the model people have of themselves, others, the environment, and the things with which they interact.

**Mental model Page 93**

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

**automatic scanning Page 109**

Problem space theory was proposed by Newell and Simon in \_\_\_\_\_.

**1970 Page 90**

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

**Goal-Directed**      **Page 157**

Learned helplessness and taught helplessness are \_\_\_\_\_.

**self-blame**      **Page 96**

Q1: "Mistakes" and "Slips" are two forms of:

- A) errors (page 100) (100% Sure)
- B) goals
- C) evaluation
- D) objectives

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

- 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

Q5: 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) (100% Sure)
- D) Star Lifecycle model

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

Q8: 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) (100% Sure)
- 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

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)
- 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)
- 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.

Q14: User and system has its own unique language, the language used by the user is called \_\_\_\_\_.

- A) Task (page 123) (100% Sure)
- B) Core

- C) Domain
- D) Both b and c

Q16: 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)

Q19: What will be the gulf of execution if the user is able to formulate and perform the actions easily?

- A) Smaller (page 103) (100% Sure)
- B) Greater
- C) Balanced
- D) Unbalanced

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)

Q22: Choice of operations and services are offered on the screen through \_\_\_\_\_.

- A) Pointers
- B) Toolbars
- C) Menus (page 131) (100% Sure)
- D) Icons

Q23: An interface will have zero to two \_\_\_\_\_ personas.

- A) Primary
- B) Secondary (page 196) (100% Sure)
- C) Supplemental
- D) Customer

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)

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)

Q27: Which of the following requires less cognitive effort than others?

- A) listening (page 87) (100% Sure)
- B) speaking
- C) reading
- D) eating

Q28: \_\_\_\_\_ 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
- A) Only A
- B) Only C (page 143) (100% Sure)
- C) A and C
- D) B and D

Q29: The way, an external disk can be place into a disk drive is an example of \_\_\_\_\_.

- A) Physical Constraint (page 106) (100% Sure)
- B) Logical Constraint
- C) Semantic Constraint
- D) Cultural Contrait

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

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

D) life goals

Question # 1 of 30 ( Start time: 04:48:29 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

**Dyna-linking**

Star Topology

Inter Linked

Training Wheel

Question # 2 of 30 ( Start time: 04:49:06 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

menu

toolbar

status bar

**icon**

Question # 3 of 30 ( Start time: 04:49:59 PM, 28 December 2020 )

Total Marks: 1

\_\_\_\_\_ 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 # 4 of 30 ( Start time: 04:50:59 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

**execution and evaluation**

evaluation and efficiency

efficiency and execution

efficiency

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**

Question # 8 of 30 ( Start time: 04:54:45 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Red

Yellow

Blue

**Green**

Question # 9 of 30 ( Start time: 04:55:30 PM, 28 December 2020 )

Total Marks: 1

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

progress bar

message boxes

tooltips

toggles ok

Question # 14 of 30 ( Start time: 05:02:03 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Paper work and computer work

Spatial and temporal organizations

Organizational memory

Distributed co-ordination

Question # 15 of 30 ( Start time: 05:03:12 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Primary

Secondary

**Supplemental**

**Customer**

**Question # 16 of 30 ( Start time: 05:03:52 PM, 28 December 2020 )**

**Total Marks: 1**

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

**Select the correct option**

**Distributed co-ordination**

**Plans and procedures**

**Awareness of work**

**Data-centric design**

**Question # 17 of 30 ( Start time: 05:04:56 PM, 28 December 2020 )**

**Total Marks: 1**

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

**Select the correct option**

**Three-dimensional**

**WIMP**

**Point and click**

**Two-dimensional**

**Question # 18 of 30 ( Start time: 05:05:50 PM, 28 December 2020 )**

**Total Marks: 1**

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

**Select the correct option**

**FTP**

EBCDIC

Telnet

HTTP

Question # 19 of 30 ( Start time: 05:07:08 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

black

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

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

Planing

Unplanned

Question # 24 of 30 ( Start time: 05:12:27 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Computing capability power

**Can fly in air**

Multimedia support

GPS connection

Question # 25 of 30 ( Start time: 05:13:11 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Conceptual model

User Model

Designer image

**Mental Model**

Question # 26 of 30 ( Start time: 05:16:26 PM, 28 December 2020 )

Total Marks: 1

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

Select the correct option

Non-user goals

**End goals**

Experience goals

Life goals

Question # 27 of 30 ( Start time: 05:16:59 PM, 28 December 2020 )

Total Marks: 1

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.

Select the correct option

**Both A and B**

Both C and A

Both B and C

Only A

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

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
2. The comfort and acceptability of use is called
  - **Efficiency**
  - Effectiveness
  - Satisfaction
  - Adaptability
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**
5. Which of the following is true about Short-Term memory?
  - **Short-term memory has a limited capacity**
  - Short-term memory has an unlimited capacity
  - Short term memory has no capacity
  - Short term memory has large but limited capacity
6. Which of the following device can not be useful for a visually impaired person?
  - a typical keyboard

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

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

- **Humans**
- Computers
- Animals
- Birds

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

10. 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**
- Ten numbers is not that many to have to remember from working memory
- None of these

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

- **Deductive**
- Inductive
- Abductive
- Distributive

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
- **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

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

- menu
- toolbar
- status bar

- **icon**

22. Which of the following is true regarding "Visibility"?

- **The more visible functions are, the more likely users will be able to**

**know what to do next**

- The more visible functions are, the less likely users will be able to know what to do next
- Functions visibility and user knowing of what to do next, are not related to each other
- 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

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

- Pointers
- Toolbars

- **Menus**
- 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
- **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.**
- 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

45. Which of the following requires less cognitive effort than others?

- **Listening**
- Speaking
- Hearing
- None

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

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

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

- A type of receptor in eye
- **More sensitive to light**
- Different types of cones are sensitive to different wavelengths of the light
- Eye has approximately 6 million cones

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

50. 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**

- Poorly designed computer system can be extremely annoying to users

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

- Red
- Yellow
- Blue

- **Green**

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

- **Psychology**
- Sociology
- Statistics
- Computer Science

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.

- 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

68. Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and Evaluate the design y**
- None

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
- 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**
- 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

86. “Mistakes” and “Slips” are two forms of:

- **Errors**
- Goals
- Evaluation
- Objectives

87. Ergonomics is also called \_\_\_\_

- Assembly
- **Human Factors**
- Both
- None

88. User and system has its own unique language, the language used by the system is called \_\_\_\_

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

89. 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**
- 4, E, 7 and K

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

- **Smaller**
- Greater
- Balanced
- None

91. Certain factors that help us to interact with graphical based systems is \_\_\_\_
- Indirect manipulation
  - **Direct manipulation**
  - Both
  - None
92. Which interface system is based on the question/answer dialogue?
- Command Line interfaces
  - **Query interfaces**
  - Menus
  - Natural Language interfaces
93. Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of \_\_\_\_
- **Direct manipulation**
  - Desktop metaphors
  - Central processing unit
  - None
94. Example of form fill interface is \_\_\_\_
- A dialog box
  - Pop up menus
  - **Data entry form on some university web**
  - All of given
95. Building things from user's perspective is called \_\_\_\_
- Functionality
  - **Usability**
  - Portability
  - None
96. Form-filling interfaces are used for:
- **Data entry**
  - Data integration
  - Data manipulation
  - Data definition
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
98. The colors, which are directly opposite to each other are said to be:
- **Complementary colors**
  - Analogous colors
  - Primary colors
  - Secondary colors

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

- Usability
- Efficiency
- Reliability

- **Quality**

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**

104. What are the three types of reasoning?

- Deductive, Productive and Inductive

- Abdicative, Inductive and Deductive

- **Inductive, Abdicative, and Reproductive**

- Productive, Reproductive and Deductive

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

- **Quality**
- Effectiveness
- Standard
- Quantity

106. User and System has its own unique language, the language used by the user is called \_\_\_\_

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

107. The human aye 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
110. Which of the following is used to toggle between two states?
- check boxes
  - **Radio buttons**
  - Toolbars
  - Menus
111. Which of the following is a text entry device?
- **Keyboard**
  - Mouse
  - Monitor
  - Touch pad
112. The \_\_\_\_ model should match the \_\_\_\_ model.
- User, conceptual
  - **Conceptual, mental**
  - Mental, central
  - Conceptual, central
113. Which of the following is/are aspect(s) of human action?
- **execution and evaluation**
  - evaluation and efficiency
  - efficiency and execution
  - efficiency
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

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**
- 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.
- 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