## Name.....

# B.TECH. DEGREE EXAMINATION, MAY 2016

### Sixth Semester

Branch: Computer Science and Engineering

CS 010 606 L03—USER INTERFACE DESIGN—(Elective I) (CS)

(New Scheme—2010 Admission onwards)

[Regular/Improvement/Supplementary]

Time: Three Hours

#### Part A

Answer all questions.
Each question carries 3 marks.

- 1. What do you mean by user interface?
- 2. Give the Fitt's law, which is important in screen design.
- 3. Explain the goals of screen designing.
- 4. List the kinds and characteristics of icons.
- 5. List out some software tools for user interface design.

### $(5 \times 3 = 15 \text{ marks})$

Maximum: 100 Marks

### Part B

Answer all questions.
Each question carries 5 marks.

- 6. Explain the characteristics of direct manipulation.
- 7. Explain web usability characteristics.
- 8. Write a note on the considerations in interface design.
- 9. Explain the functions and presentation styles of windows.
- 10. What do you mean by asynchronous collaboration? Explain.

### $(5 \times 5 = 25 \text{ marks})$

### Part C

Answer all questions.
Each full question carries 12 marks.

11. Explain the difference between GUI and web interface design.

Or

12. Explain the design principles in creating a user interface.

Turn over

13. Write a detailed note on business requirement analysis.

Or

- 14. Explain perception. What are its characteristics?
- 15. Explain the design goals in screen design.

Or

- 16. Explain:
  - (i) Intranet design guidelines.
  - (ii) Information retrieval on web.
- 17. Explain the issues to be dealt with while choosing colors.

Or

- 18. Explain in details, the types and functions of menus.
- 19. Explain in detail about the graphical package layer.

Or

20. Write notes on different interaction devices.

 $(5 \times 12 = 60 \text{ marks})$ 

