Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐

Question Paper Code : P 1189

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Seventh Semester

Computer Science and Engineering

CS 1015 — USER INTERFACE DESIGN

(Common to B.Tech. – Information Technology)

(Regulation 2004)

Time : Three hours   Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1.   What do you mean by GUI?

2.   Give the importance of user interface.

3.   Define usability.

4.   What is event-trapping menu?

5.   Name the types of windows.

6.   List some examples for operable controls.

7.   What is the main difference between localization and internationalization?

8.   What are the technical qualities possessed by an icon?

9.   Mention the importance of prototypes in user interface design.

10. Define hypermedia.

PART B — (5 × 16 = 80 marks)

11. (a) (i)   Explain the concept of direct manipulation and indirect manipulation.   (8)

          (ii) Discuss the advantages and disadvantages of graphical systems. (8)

                                    Or

     (b) Discuss the characteristics of web user interface.   (16)

12. (a) Describe the important human characteristics in interface design. (16)

Or

(b) (i) Explain briefly the formatting the menu. (8)

(ii) Discuss the selecting menu choices. (8)

13. (a) Discuss the various components of a window. (16)

Or

(b) Explain the different selection controls on the screen in detail. (16)

14. (a) (i) Explain the design issues for creating images. (8)

(ii) Discuss briefly the elements of multimedia. (8)

Or

(b) Explain the issues for choosing colors in interface design. (16)

15. (a) Explain the visualization data types and tasks. (16)

Or

(b) Describe the object-action interface model for web site design. (16)

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