

Reg. No. : 

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**Question Paper Code : Z 9372**

5 Year M.Sc. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

*Elective*

Software Engineering

XSE 003 — USER INTERFACE DESIGN

(Regulation 2003)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Why do you think some software is "Obscure"?
2. What is "tiling" of windows?
3. Define "modeless feedback".
4. What is the use of ALT + TAB in windows?
5. What do you understand by "Cursor highlighting"?
6. What are "Marching ants"?
7. What are "Flip-Flop" menu items?
8. How are toolbars different from menu items?
9. What are the two modes of available feedback?
10. What is generally wrong with installation programs?

PART B — (5 × 16 = 80 marks)

11. (a) (i) Should the User-Interface design be User-Centric or Technology-Centric? (8)  
(ii) Discuss about the three dominant paradigms in the design of the user interfaces. (8)
- Or
- (b) Discuss the document management strategies from the user's mental model perspective. (16)

12. (a) (i) Write about Windows Postures. (8)  
(ii) Write notes on the following design paradigms : (8)
- Orchestration
  - Finesse.

Or

- (b) What are the types of "Excise tasks"? Explain. Justify with examples. (16)
13. (a) (i) What are the methods provided by windows to "resize" objects? (8)  
(ii) What would you provide as visual feedback for direct manipulation? (8)

Or

- (b) Discuss the "Drag and Drop" paradigm? What are its pros and cons? (16)
14. (a) Depict and explain the common types of Dialog boxes. Suggest measures to improve them. (16)

Or

- (b) Critically examine the "Selection Gizmos" offered in Windows. (16)
15. (a) How will you manage exceptions? Discuss with examples. (16)

Or

- (b) Discuss the design issues associated with "Response Time" and "Display Rate" of a software. (16)