

**Roll No:** 

### **B.TECH**

(SEM VII) THEORY EXAMINATION 2021-22

# HUMAN COMPUTER INTERFACE

Time: 3 Hours

1.

Total Marks: 70

Note: 1. Attempt all Sections. If require any missing data; then choose suitably.

#### **SECTION A**

2 x 7 = 14

a.	How menu choices can be selected? Explain			
b.	Compare the application oriented approach and object -oriented approach in designing			
	GUI.			
c.	Discuss the history of screen design.			
d.	Compare the print page design and web page design.			
e.	Compare 1970's screen and 1990's screen.			
f.	What are the advantages and disadvantages of Menus used in GUI application?			
g.	Enlist the evaluation methods or user interface required to be conducted for efficient			
	design.			

### **SECTION B**

#### 2. Attempt any *three* of the following:

Attempt all questions in brief.

SECTION B					
Atte	mpt any <i>three</i> of the following: $7 \times 3 = 21$				
a.	Discuss the impact of inefficient screen design on processing time with an example.				
b.	Discuss the important human characteristics which have influence on interface and screen design.				
c.	Explain the details about the factors considered in choosing colors.				
d.	Identify the characteristics and capabilities of the following device-based controls (i) joystick (ii) track ball (iii) light pen				
e.	Explain the role of software engineering tools in building the user interface.				

## **SECTION C**

3.	Atter	npt any <i>one</i> part of the following:	$7 \ge 1 = 7$		
	(a)	Give a brief note about icon animation and audition. What are the issues to be			
		considered in combining medium? Explain.			
	(b)	What are the typical characteristics of proper screen based controls? Explain in details.			
4.	Atter	npt any <i>one</i> part of the following:	7 x 1 = 7		
	(a)	Write short notes on following :			
		(i) Usability of user interface (ii) Testing of user interface.			
	(b)	Write short notes on following :			
		(i) Virtual reality (ii) Cognitive issues in interaction.			
5.	Atter	npt any <i>one</i> part of the following:	7 x 1 = 7		
	(a)	Explain the role of human factors in user centered design.			
	(b)	Write down the criteria for acceptability. "Acceptability leads to	healthy interaction".		
		Justify the statement	•		
6.	Atter	npt any <i>one</i> part of the following:	7 x 1 = 7		
	(a)	Only positive thinking is not the only means to achieve successf	ul usability testing.		
		What are the other factors that must be considered to achieve usal	oility testing of better		
		quality.			
	(b)				
		usability of the user Interface? What are the types of evaluation?	explain in detail.		
7.	Atter	npt any <i>one</i> part of the following:	7 x 1 = 7		
	(a)	Explain the three distinct connected areas for retention of inform			
		Why engineers should remember the characteristics of software s	ystem during		
		development process o f software system?			
	(b)	Why speech technologies so important in multimodal interaction			
		normal user? What can be the possible advantages and disadvanta	iges when designing		
		a speech interactive system?			