



**SIDDHARTH GROUP OF INSTITUTIONS :: PUTTUR**  
Siddharth Nagar, Narayanavanam Road – 517583

**QUESTION BANK (DESCRIPTIVE)**

**Subject with Code : HCI (13A05704)**  
**Year & Sem: IV B.Tech I-Sem**

**Course & Branch: B.Tech &CSE**  
**Regulation:R13**

**UNIT-I**

**Introduction: Importance of User Interface &The Graphical User interface**

1. Explain the importance of user interface and the benefits of good design. 10M
2. a) Explain the advantages of graphical systems. 5M  
b) Explain the characteristics of a web interface. 5M
3. Is there any difference between the designing of a web page and GUI? If so explain them in detail. 10M
4. Define user interface. Explain the benefits of good design. 10M
5. a) Explain the Principles of user interface design. 5M  
b) Write a short note on the usability assessment in the design process. 5M
6. What is meant by graphical system? Explain the characteristics of graphical system. 10M
7. Success of a product/project depends on effective user interface. Discuss. 10M
8. a) Discuss the concept of “Direct manipulation” for graphical systems. 5M  
b) Briefly explain the general principles of user interface design. 5M
9. a) What are the problems that are associated in designing the user interface? 5M  
b) Write the characteristics of an Intranet versus the Internet. 5M
10. a) Define HCI. 2M  
b) Define User interface. 2M  
c) What is direct manipulation? 2M  
d) Expand “WYSIWYG”. 2M  
e) Why graphics are popular? 2M



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**Year & Sem: IV B.Tech I-Sem**

**Regulation:R13**

**UNIT-I**

**Introduction: Importance of User Interface &The Graphical User interface**

- 1) \_\_\_\_\_ is the best example for design. [    ]  
(a)View      (b) Model      (c )Analyzing      (d)None
- 2) What is the benefit of good design. [    ]  
(a) positive effect or performance      (b)success  
(c) Both a & b      (d) None
- 3) Study of how computer works together and to satisfy for accurate results is known as [    ]  
(a)Good design      (b) HCI      (c)Bad design      (d) All the Above
- 4) \_\_\_\_\_ & \_\_\_\_\_ are the main functions of GUI. [    ]  
(a) Pointing & Selecting      (b)Selecting & Executing  
(c) Pointing & Editing      (d)None of these
- 5) \_\_\_\_\_ is an intermediate between users and computer. [    ]  
(a) Keyboard      (b) Monitor      (c)Both a & b      (d) Mouse
- 6) Graphics was first introduced in the year \_\_\_\_\_ [    ]  
(a)1962      (b)1964      (c)1963      (d) 1960
- 7) Operations includes accessing & modifying objects by \_\_\_\_\_ [    ]  
(a) Selecting (b) Manipulating (c) Pointing (d) Both a & b
- 8) Graphic screen assumed as \_\_\_\_\_ look [    ]  
(a)3-D      (b)2-D      (c) 1-D      (d) None of these
- 9) People performing operations are called \_\_\_\_\_ on objects [    ]  
(a) operating      (b) Actions      (c) pointing      (d) None of these
- 10) The primary interaction mechanism is a \_\_\_\_\_ device of some kind. [    ]  
(a) Pointing      (b) Selecting      (c) computing      (d)Both a & c
- 11) The \_\_\_\_\_ interacts with the collection of elements with referred to as objects . [    ]  
(a) Server      (b) Computer      (c) User      (d) All of Above
- 12) Collection of Techniques & mechanism to interact with tools or etc is known as \_\_\_\_\_ [    ]  
(a) Actions      (b)Graphic      (c)Icon's      (d) Graphical user interface
- 13) Specifically Text could be replaced by graphical images are called \_\_\_\_\_. [    ]  
(a) Icon's      (b) Pictures      (c) Images      (d) None of these
- 14) The \_\_\_\_\_ could be represented by object or actions. [    ]  
(a)Icon's      (b) images      (c) Both a & b      (d) Graphics
- 15) In Windows family NT Stands for \_\_\_\_\_. [    ]

- (a) Network Termination (b) New Technology (c) Both a & b (d) None of These
- 16) Mac stands for \_\_\_\_\_. [ ]  
 (a) Medium access control (b) Memory Access control  
 (c) Media Access control (d) Both a & c
- 17) What is the Full Form of WYSIWYG \_\_\_\_\_. [ ]  
 (a) What you see is what you give (b) What you see is what you get  
 (c) What you see is what you gain (d) What you sent is what you get
- 18) In Earlier direct manipulations indirect manipulations are \_\_\_\_\_ to manipulate. [ ]  
 (a) Very easy (b) Difficult (c) Very difficult (d) Easy
- 19) The \_\_\_\_\_ goal to build a hierarchy of means and pages that feels natural. [ ]  
 (a) Organized (b) Design (c) Driven (d) All of the above
- 20) The Web is a popular because of \_\_\_\_\_. is a System. [ ]  
 (a) Host (b) Object (c) GUI (d) None of these
- 21) The \_\_\_\_\_ interacts with the collection of elements with referred to as objects. [ ]  
 (a) Server (b) Computer (c) User (d) All of Above
- 22) In practice, direct manipulation of all screen objects and actions may not be feasible because of \_\_\_\_\_. [ ]  
 (a) operation may be difficult to conceptualize (b) Action could be Reversed  
 (c) Need necessary Required (d) None of these
- 23) The design goal is to build a hierarchy of \_\_\_\_\_ & \_\_\_\_\_ that feels natural is. [ ]  
 (a) Record & Pages (b) Menu & Pages (c) Menu & Records (d) All the above
- 24) Printed Pages are generally larger than \_\_\_\_\_ of Parts [ ]  
 (a) Web counter (b) Web Pages (c) Both a & b (d) Web link
- 25) Printed pages are immensely \_\_\_\_\_ to web pages in rendering in Page rendering. [ ]  
 (a) Inferior (b) Down (c) Reversed (d) Superior
- 26) People perform operations called \_\_\_\_\_ on objects [ ]  
 (a) Counter (b) Actions (c) Elements (d) Both a & c
- 27) \_\_\_\_\_ is how a person communicates his or her needs or desires to the computer. [ ]  
 (a) Input (b) Output (c) Both Input & Output (d) None of these
- 28) Almost Every graphical platform now provides a style guide to assist in product \_\_\_\_\_. [ ]  
 (a) Pattern (b) Design (c) Evaluation (d) Interaction
- 29) The user interacts with a collection of elements referred to as \_\_\_\_\_. [ ]  
 (a) Objects (b) Actions (c) Records (d) Design
- 30) The Web is a popular because of \_\_\_\_\_. is a System. [ ]  
 (a) GUI (b) Object (c) Host (d) None of these
- 31) The \_\_\_\_\_ could be represented by object or actions. [ ]  
 (a) Icon's (b) images (c) Both a & b (d) Graphics
- 32) In Windows family NT Stands for \_\_\_\_\_. [ ]  
 (a) Network Termination (b) New Technology (c) Both a & b (d) None of These
- 33) In Earlier direct manipulations indirect manipulations are \_\_\_\_\_ to manipulate. [ ]  
 (a) Very easy (b) Difficult (c) Very difficult (d) Easy
- 34) The \_\_\_\_\_ goal to build a hierarchy of means and pages that feels natural. [ ]  
 (a) Organized (b) Design (c) Driven (d) All of the above
- 35) The primary interaction mechanism is a \_\_\_\_\_ device of some kind. [ ]  
 (a) Pointing (b) Selecting (c) computing (d) Both a & c
- 36) Printed pages are immensely \_\_\_\_\_ to web pages in rendering in Page rendering. [ ]

- (a)Inferior      (b)Down      (c)Reveresed      (d)Superior
- 37) \_\_\_\_\_ is the best example for design. [   ]  
(a)View      (b) Model      (c )Analyzing      (d)None
- 38) \_\_\_\_\_ is an intermediate between users and computer. [   ]  
(a) Keyboard      (b) Monitor      (c)Both a & b      (d) Mouse
- 39) In Windows family NT Stands for \_\_\_\_\_. [   ]  
(a)Network Termination (b) New Technology (c) Both a & b (d) None of These
- 40) \_\_\_\_\_ & \_\_\_\_\_ are the main functions of GUI. [   ]  
(a) Pointing & Selecting (b)Selecting & Executing (c) Pointing & Editing (d)None of these



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**Regulation:R13**

**UNIT – II**  
**Design process& Screen Designing**

1. Briefly explain about visually pleasing composition concept in screen design. 10M
2. Write a short note on the usability assessment in the design process. 10M
3. a) Discuss about human interaction speeds. 5M  
b) What is meant by basic business function? Explain with example. 5M
4. Explain in detail about the important human characteristics in design. 10M
5. Explain briefly about how to distract the screen user. 10M
6. What is the interface design process and discuss a variety of attributes that have an important influence on interface and screen design? 10M
7. a) What are the goals of a screen design? 5M  
b) What are the display/read-only screens? 5M
8. Explain the guidelines for presenting information simply and meaningfully on screens. 10M
9. What are the commandments in the designing? Explain the Myth in usability Assessment. 10M
10. a) What is visual acuity? 2M  
b) Differentiate performance versus preference 2M  
c) What is metaphor? 2M  
d) What is the opposite of predictability? Show the difference in diagrammatic view. 2M  
e) Define Paging. 2M


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**UNIT – II**
**Design process& Screen Designing**

- 1) Known your user or client is addressed in step1, prototype and testing are addressed in step14 [     ]
  - A) Test, test and retest
  - B) Retest, test and test
  - C) Test, retest and test
  - D) Retest, and test, test
- 2) Human problem solving can best be characterized as [     ]
  - A)Error handling
  - B) Event handling
  - C)Error-correcting or Trial and error.
  - D) All
- 3) A focus on using design features or components that are [     ]
  - A) Dirty and neat
  - B)Neat and Glitzy
  - C)Glitzy and dirty
  - D) All the above
- 4) \_\_\_\_\_was first to use the term usability to describe the effectiveness of human performance
  - A) Sandblad
  - B) Bennett
  - C) Johnson
  - D) Lind
- 5) \_\_\_\_\_action of the sides, top, bottom and corners of the screen [     ]
  - A) Binning
  - B) Alignment
  - C) Pinning
  - D) Align
- 6) \_\_\_\_\_users working or performing a task to illustrate and study problems and difficulties
  - A) Metrotape
  - B) Audiotape
  - C) Ferrotape
  - D) Videotape
- 7) People who are the object of sentence: [     ]
  - A) Normally organization employee, customer
  - B) Normally customer
  - C) Normally seller
  - D) none of the above
- 8) The capacity of eye resolve detail is called [     ]
  - A) Audio acuity
  - B) Visual acuity
  - C) Listener acuity
  - D) all
- 9) \_\_\_\_\_is a concept where one's body of knowledge about one thing is used to understanding else.
  - A) Metaphor
  - B) phosphor
  - C) Getaphor
  - D) none of the above
- 10) ISO stands for [     ]
  - A) International stands organization
  - B) interest standard organization
  - C) International stands organ
  - D) International standard organization
- 11) \_\_\_\_\_and \_\_\_\_\_are also an integral part of any development effort. [     ]
  - A) Training and documentation
  - B) Implementation
  - C) Structure
  - D) Align
- 12) Symmetry opposite is a [     ]
  - A) Irregularity
  - B) Economy
  - C)Regular
  - D) Asymmetry
- 13)ANSI stands for [     ]
  - A) America nationality stands institute
  - B)America nationality stands info
  - C)American national standards institute
  - D) America nationality standard instate
- 14)In web page use an \_\_\_\_\_ only to indicate a navigation link [     ]
  - A) Underline
  - B) Attention
  - C) Creation
  - D) Standard

- 15) Predictability opposite is [ ]  
 A) Regular B) Irregular C) Spontaneity D) none
- 16) Organize by the degree interrelationship between \_\_\_\_\_ and \_\_\_\_\_ [ ]  
 A) Information and cell B) Alignment and row  
 C) Data and information D) none
- 17) A focus on using design features or components that are [ ]  
 A) Dull and clear B) Neat and Glitzy C) Clear and Dirty D) none
- 18) Tab through window in logical order of [ ]  
 A) Display inform B) Alignment C) Displayed D) displayed information
- 19) \_\_\_\_\_ arrays are perceived as larger. [ ]  
 A) Difficult B) Asymmetric C) Symmetric D) Illustrated
- 20) Economy opposite is a [ ]  
 A) Spontaneity B) Predictability C) Intricacy D) Sequentially
- 21) Unity opposite is a [ ]  
 A) Proportional B) Illustrated C) Aesthetically D) Fragmentation
- 22) Simplicity synonyms is a [ ]  
 A) Complexity B) Information C) Measuring D) Termination
- 23) Provide economy by using as [ ]  
 A) Few Style and color as possible B) Few Style C) Regularity D) Design
- 24) Create \_\_\_\_\_ of data or text with aesthetically pleasing proportions [ ]  
 A) Windows and grouping B) Windows  
 C) Grouping D) All the above
- 25) Focusing attention on groupings or \_\_\_\_\_ [ ]  
 A) Screen B) Related information C) Proximity C) Simple
- 26) Provide functional grouping of \_\_\_\_\_ elements [ ]  
 A) Associated B) association C) Allocated D) Assignment
- 27) \_\_\_\_\_ also calculated another grouping measure [ ]  
 A) Tullis B) Align C) Grouping D) All of the above
- 28) consistently follow this concept on all \_\_\_\_\_ [ ]  
 A) Display B) Elements C) Converse D) screen
- 29) \_\_\_\_\_ and \_\_\_\_\_ are also an integral part of any development effort [ ]  
 A) Training and documentation B) documentation C) Training D) none
- 30) Provide a unique and consistent is \_\_\_\_\_ structure. [ ]  
 A) End of page B) starting of page C) Middle of page D) none
- 31) Sequentially can be achieved by \_\_\_\_\_ and \_\_\_\_\_ as illustrated [ ]  
 A) Order B) alignment space and grouping C) Randomness D) none
- 32) Sequential opposite is [ ]  
 A) Testing B) step by step C) Randomness D) all the above
- 33) Create regularity by establishing standard and consistently \_\_\_\_\_ and \_\_\_\_\_ points. [ ]  
 A) Spacing horizontal and vertical alignment B) no space C) Both a& b D) none
- 34) Provide functional grouping of \_\_\_\_\_ elements [ ]  
 A) Primary B) associated C) Allocated D) All the above
- 35) \_\_\_\_\_ is a concept where one's body of knowledge about one thing is used to understanding else [ ]  
 A) Getaphor B) Betaphor C) Phosphor D) Metaphor

- 36) Regularity opposite is an [     ]  
A) Economy    B) irregularity    C) Common    D) Unregularity
- 37) Designer needs \_\_\_\_\_ tool. [     ]  
A) Bad    B) Both A&C    C) Good    D) none
- 38) The capacity of eye resolve detail is called [     ]  
A) Audio acuity    B) Image acuity    C) Visual acuity    D) Both A&C
- 39) \_\_\_\_\_ and \_\_\_\_\_ response for poor design [     ]  
A) Physiological and physics    B) methodology  
C) Termination method    D) all the above
- 40) Know your user or client ending with \_\_\_\_\_ [     ]  
A) Testing    B) design    C) Planning    D) none





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**UNIT –III**

**System Menus & Windows**

- |   |     |
|---|-----|
| 1 a) Discuss about the phrasing of the menu.  | 3M  |
| b)What are Window operations? Explain.  | 3M  |
| c)Explain about the selection of proper device-based controls.  | 4M  |
| 2 a)What are Window characteristics?  | 5M  |
| b)How to format on Menus? Explain.  | 5M  |
| 3 a)What are structures of menus? Explain.  | 5M  |
| b)Describe various types of Windows.  | 5M  |
| 4 a)What are the Window operations? Explain.  | 5M  |
| b)Explain about the components of a Window.   | 5M  |
| 5 a) With neat diagrams, Explain various structures of menus.   | 5M  |
| b) Explain the various types of windows with suitable examples.   | 5M  |
| 6 a) What is a menu? Why menus are important and also Explain the functions of menu.  | 5M  |
| b) Write about various window presentation styles.  | 5M  |
| 7 a) What are the various components of a window? Explain.  | 5M  |
| b) Discuss the technical issues and problems in web site navigation.  | 5M  |
| 8 ) Explain in brief about Device-based controls and Screen-based controls? Give the guidelines for selecting the proper controls in screen design. | 10M |
| 9.) Give the advantages and dis advantages of kinds of Graphical menus?   | 10M |
| 10.) Explain about  |     |
| a) Structure of Menu  | 2M  |
| b)Functions of menu   | 2M  |
| c)Content of menus  | 2M  |
| d)Types of windows  | 2M  |
| e)Window Characteristics  | 2M  |



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**UNIT – III**

**System Menus and Windows**

1. A \_\_\_\_ structure defines the amount of control given to the user in performing a task. [     ]  
A) Menus            B) Control            C) Conditional        D) None
2. \_\_\_\_\_ menus are presented on a series of screens possessing only one path. [     ]  
A) Single            B) Sequential        C) Sequential linear    D) None
3. For large collections of menu alternatives screen clutter can easily occur in \_\_\_\_ menus[     ]  
A) Sequential        B) Single            C) Simultaneous        D) Sequential linear
4. When many relationships exist between menu alternatives, and some menu options are only appropriate depending upon a previous menu selection, \_\_\_\_\_ menus are best solutions. [     ]  
A) Simultaneous    B) Single            C) Sequential linear    D) Hierarchical
5. Hierarchical structures are characterized by \_\_\_\_\_ [     ]  
A) Height and length            B) Length and breadth  
C) Height and depth            D) Depth and breadth
6. Web sites with their navigation links is example of \_\_\_\_\_ design [     ]  
A) Simultaneous    B) Single            C) Hierarchical        D) Sequential
7. In \_\_ scheme the defined branching order may not fit the users conception. [     ]  
A) Simultaneous    B) Single            C) Hierarchical        D) Sequential
8. Connected menus are networks of menus all \_\_\_\_\_ in some manner. [     ]  
A) Disconnected    B) Inner connected    C) Intra connected    D) Inter connected
9. A connected menu system may be \_\_\_\_\_ [     ]  
A) Cyclic            B) acyclic            C) Both A & B        D) Linear
10. \_\_\_\_\_ menu gives the user full control over the navigation flow. [     ]  
A) Connected        B) Control            C) Single            D) Sequential
11. \_\_\_\_\_ menus provide an ever-present background of control over the system's state and parameters while the user is working on a foreground task. [     ]  
A) Event-Tracking    B) Event-Traveling    C) Event-Trapping    D) None
12. \_\_\_\_ menu may immediately change some parameter in the current environment [     ]  
A) Single            B) Sequential linear    C) Event-Trapping    D) Connected
13. In user point of view \_\_\_\_\_ used to execute an action or procedure. [     ]  
A) Program        B) Menu            C) Code            D) Work
14. A \_\_\_\_ selection directs the computer to implement an action or perform a procedure. [     ]  
A) Admin            B) User            C) Program        D) Task

15. In some cases execution may only occur after a hierarchical menu tree is \_\_\_\_\_. [ ]  
 A) Terminated B) Executed C) Navigated D) None
16. The main purpose of selecting a menu choice may simply be to \_\_\_\_\_ information [ ]  
 A) Execute B) Display C) Select D) None
17. A menu consists \_\_\_\_\_ kinds of elements. [ ]  
 A) 4 B) 3 C) 2 D) 5
18. A menu's \_\_\_\_\_ provides information to keep the user oriented. [ ]  
 A) Title B) Context C) Content D) None
19. The highest-level graphical system menu is commonly called the \_\_\_\_\_. [ ]  
 A) Menu Bar B) Task Bar C) Pull down menu D) None
20. Occasionally a menu bar is referred to as a collection of menu \_\_\_\_\_. [ ]  
 A) Options B) Titles C) Both A & B D) None
21. Menu bars are used to present \_\_\_\_\_. [ ]  
 A) Application alternatives B) Choices to the screen user  
 C) Both A& B D) None
22. The window title will be the \_\_\_\_\_ bar title. [ ]  
 A) Task B) Menu C) Option D) None
23. No window space is consumed when \_\_\_\_\_ are not used. [ ]  
 A) Menu Bars B) Pull down menus C) Menus D) None
24. \_\_\_\_\_ menus are used to reduce the number of choices presented together for selection. [ ]  
 A) Cascading B) Pull down C) Pull up D) None
25. The top-level menus are simplified because some choices are \_\_\_\_\_. [ ]  
 A) Visible B) Appear C) Hidden D) Highlighted
26. Which among the following is characteristic of Window [ ]  
 A) A name or title, allowing it to be identified. B) A size in height and width  
 C) A location, relative to the display boundary. D) All
27. Which defines its boundaries and distinguish it from other windows? [ ]  
 A) Frame B) Boundary C) Both A&B D) None
28. Title bar is also called as \_\_\_\_\_. [ ]  
 A) Title area B) Caption C) Caption bar D) All
29. The \_\_\_\_\_ contains a descriptive title identifying the purpose or content of the window. [ ]  
 A) Title Bar B) Frame C) Capsion bar D) None
30.  this button refers to \_\_\_\_\_. [ ]  
 A) What's This? B) What's wrong? C) Who's This? D) Who's Wrong?
31. \_\_\_\_\_ is also called message area. [ ]  
 A) Title bar B) Status bar C) Frame D) Caption Bar
32. A window can be split into two or more separate viewing areas that are called \_\_\_\_\_. [ ]  
 A) Planes B) Panes C) Plans D) Pans
33. \_\_\_\_\_ are sometimes referred to as ribbons, toolboxes, rulers, or palettes. [ ]  
 A) Menu B) Toolbar C) Palate D) Specialized toolbar
34. The first and oldest kind of window are \_\_\_\_\_ windows [ ]

- A) Over lapping B) Tiled C) Cascading D) None
35. \_\_\_\_\_ windows is a special type of overlapping window has the windows automatically arranged in a regular progression. [ ]
- A) Tiled B) Cascading C) Scroll down D) None
36. We use \_\_\_\_\_ windows for Single-task activities. [ ]
- A) Tiled B) Cascading C) Overlapping D) None
37. To represent an independent function or application we us \_\_\_\_\_ windows. [ ]
- A) Primary B) Secondary C) Dialog D) None
38. \_\_\_\_\_ is used when interaction with any other window must not be permitted. [ ]
- A) Mode B) Model C) Modal D) Mode less
39. \_\_\_\_\_ interface is used where object and window have a simple, one-to-one relationship. [ ]
- A) Single-Document B) Multiple-Document interface  
C) Work books D) None
40. Use \_\_\_\_\_ windows to extend the interaction. [ ]
- A) Primary B) Secondary C) Multiple D) None



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**UNIT –IV**

**Controls**

- |   |     |
|---|-----|
| 1. Explain the characteristics of device based controls.                        | 10M |
| 2. Explain in detail about Text Entry/Read-only controls.                       | 10M |
| 3. a) How to select the device based controls. Explain in detail.               | 5M  |
| b) What are Operable controls? Give example.                                    | 5M  |
| 4. What are the selection controls? Explain in detail.                          | 10M |
| 5. What is mean by Combination Entry? Describe how these controls are selected. | 10M |
| 6. Difference between Drop-down and Pop-Up Combo boxes?                         | 10M |
| 7. Explain about the Customer Controls with suitable example.                   | 10M |
| 8. a) Explain about Palettes, List Boxes and List View controls.                | 5M  |
| b) Difference between Radio Button and Check boxes.                             | 5M  |
| 9. Explain in detail Spin Boxes and Combo Boxes.                                | 10M |
| 10 a) Define Text Entry   | 2M  |
| b) Explain Operable controls  | 2M  |
| c) Combination Entry  | 2M  |
| d) Write about Drop-down  | 2M  |
| e) Explain about Palettes   | 2M  |



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**UNIT – IV**

**Controls**

1. \_\_\_\_ is set in a holder and can be rotated by hand to move cursor on a computer screen[     ]  
A) Trackball     B) Joystick     C) Mouse ball     D) None
2. A lever that can be moved in several directions to control the movement of an image is[     ]  
A) Trackball     B) Joystick     C) Mouse ball     D) None
3. A i/p device in the form of a small panel containing different touch-sensitive areas. [     ]  
A) Trackball     B) Joystick     C) Touchpad     D) None
4. When using touch screens, objects should be \_\_\_\_ inches square at a minimum and separated by at least \_\_\_\_inches [     ]  
A) 3/4,1/8     B) 1/8,3/4     C) 2/8,1/4     D) 1/4,2/8.
5. \_\_\_\_movable, sometimes blinking, used to indicate where data may be i/p on a screen.[     ]  
A) Pointer     B) Cursor     C) Insertion point     D) All
6. In a button, the label may consist of [     ]  
A) Text.     B) Graphics.     C) Both A & B.     D) None.
7. An advantage of a command button is that it is \_\_\_\_\_ [     ]  
A) Always visible. B) Always hidden.     C) High in graphics.     D) Low in graphics.
8. Which of the following is not an action cause immediately using button. [     ]  
A) Saving     B) Quitting.     C) Deleting.     D) None.
9. Generally \_\_\_\_ shaped buttons are preferred because they fit best. [     ]  
A) Square.     B) Rectangle.     C) Cube.     D) Oval.
10. Common button functions should have standard \_\_\_\_\_. [     ]  
A) Name     B) value.     C) Shape.     D) Size.

11. When a button leads to a cascading dialog, include an \_\_\_\_ after the label. [ ]  
A) ellipsis (...) B) triangle pointing. C) double arrow (>>) D) single arrow (->)
12. The maximum number of buttons on a window can be [ ]  
A) Six B) Five C) Eight D) Seven
13. The buttons are arrayed (or) ordered from [ ]  
A) Right to Left B) Left to Right C) Top to Bottom D) Bottom Up
14. Temporarily unavailable choices button should be [ ]  
A) Dimmed B) Grayed out C) Both A & B D) None
15. The mnemonic should be the \_\_\_\_ character of the button's label. [ ]  
A) First B) Middle C) Last D) Any
16. A Text Entry/Read-Only control contains text that is exclusively entered or modified through\_\_\_\_. [ ]  
A) Keyboard. B) Edited. C) Copied. D) Return.
17. When first displayed, the box may contain \_\_\_\_\_ value. [ ]  
A) Blank. B) Initial C) Null D) Both A & B.
18. A text box in rectangular shape into which information is typed is also referred as [ ]  
A) Edit Box. B) Drop Box. C) Fill Box. D) Compose.
19. The information in a read-only text field is most effectively displayed on the \_\_\_\_ [ ]  
A) Box. B) Background. C) Window. D) None
20. Advantage of Text Entry/Read-Only Controls is [ ]  
A) Flexibility. B) Consume less screen space.  
C) Requires typewriting keyboard. D) Both A & B
21. Selection controls include [ ]  
A) Radio buttons, check boxes B) List boxes, drop-down  
C) Pop-up list boxes and palettes D) All the above
22. \_\_\_\_\_set one item from a small set of mutually exclusive options [ ]  
A) A) Radio buttons B) List boxes C) Check boxes D) Drop Box
23. Choice descriptors show a minimum of \_\_\_\_\_ choices, a maximum of \_\_\_\_\_ [ ]  
A) 2,4 B) 2,8 C) 14,28 D) 3,4
24. "Two state nonexclusive settings" means [ ]  
A) Radio buttons B) List boxes C) Check boxes D) Drop Box

25. A controls that consisting of a series of graphical alternatives [ ]  
A) List boxes      B) Drop-down      C) Pop-up list boxes      D) Palettes
26. A list being displayed in a fixed list box has \_\_\_\_\_size limit. [ ]  
A) 0-6      B) 6-8      C) 12-14      D) No
27. A \_\_\_\_\_list box is a single rectangular field with a small button to the side and an associated hidden list of options. [ ]  
A) List boxes      B) Check boxes      C) Drop Box      D) Drop-down/pop-up
28. Combination entry is possible for a control to possess the characteristics of both a\_\_\_ [ ]  
A) Text field      B) Selection field      C) Both A&B      D) None
29. Common presentation controls are [ ]  
A) Static text fields      B) Group boxes column headings  
C) ToolTips& balloon tips      D) All the above
30. \_\_\_\_\_are used for setting attributes, properties, or values that are mutually exclusive [ ]  
A) Spin boxes      B) Combo box      C) Both A&B      D) None
31. \_\_\_\_\_allow either typed entry in a text box or selection from a list of options in a permanently displayed list box attached to the text box. [ ]  
A) Spin boxes      B) Combo box      C) Both A&B      D) None
32. In Java \_\_\_\_\_ are called “Editable choice pop-up lists“ [ ]  
A) Combo boxes      B) List boxes      C) Check boxes      D) Drop Box
33. \_\_\_\_\_provide a visual cue that a list box is hidden by including a downward-pointing arrow to the right of the text box. [ ]  
A) Radio button      B) Control buttons      C) Prompt button      D) All the above
34. Selection includes [ ]  
A) Icons      B) Radio buttons      C) Menus (drop-down list boxes)      D) All the above
35. Aided entry, also known as \_\_\_\_\_ [ ]  
A) Auto completion      B) Auto competency      C) Auto compulsion      D) None
36. If the data is unfamiliar or prone to typing errors, choose a \_\_\_\_\_ [ ]  
A) Selection margin      B) Combination selection      C) Selection technique      D) All
37. A \_\_\_\_\_is a window that contains text scrolling horizontally. [ ]  
A) Scroller      B) scrolling ticker      C) Both A&B      D) None
38. Property considerations reflect the characteristics of the\_\_\_\_\_ [ ]



- A) Storage      B) Buttons      C) Data      D) Both B & C

39. Adequate screen space is not available in\_\_\_\_\_ [    ]

- A) Spin box      B) Combo box      C) Check box      D) None

40. Typed entry is never necessary [    ]

- A) Selection margin      B) Combination selection      C) Single selection      D) All



**SIDDHARTH GROUP OF INSTITUTIONS :: PUTTUR**  
Siddharth Nagar, Narayanavanam Road – 517583

**QUESTION BANK (DESCRIPTIVE)**

**Subject with Code : HCI (13A05704)**  
**Year & Sem: IV B.Tech I-Sem**

**Course & Branch: B.Tech &CSE**  
**Regulation:R13**

**UNIT –V**

**Graphics and Testing**

- |  |     |
|--|-----|
| 1 a) How to choose colors? Explain.  | 2M  |
| b) Explain the following with respect to Icons:  |     |
| (i) Types (ii) Characteristics (iii) Usability (iv) Choosing   | 8M  |
| 2 a) What is an Icon? Explain different icons in detail.   | 4M  |
| b) Explain about the text for Web pages.   | 3M  |
| c) Describe choosing colors for statistical graphical screens.   | 3M  |
| 3 a) Discuss about components of Multimedia.   | 5M  |
| b) Explain in detail about choosing colors.  | 5M  |
| 4 a) Briefly discuss about creation of meaningful graphics, icons and images.  | 5M  |
| b) What is a color? What are color uses? What are the possible problems with Colors?   | 5M  |
| 5 a) Give the guidelines for selecting images in designing icons.  | 5M  |
| b) Write the various factors that must be considered in choosing colors for Information.   | 5M  |
| 6 a) Explain scope of testing?   | 5M  |
| b) What is an Icon? What are the types of Icons? What are the characteristics of Icons and list the factors that influence icon's usability. | 5M  |
| 7 Discuss in detail various issues involved in designing an icon.  | 10M |
| 8. Explain the purpose and importance of usability testing.  | 10M |
| 9. What is prototype and explain about kinds of tests.   | 10M |
| 10.a) Write about Icons  | 2M  |
| b) Write about color uses  | 2M  |
| c) Describe about Multimedia   | 2M  |
| d) Write about usability Test  | 2M  |
| e) Write about Kinds of Tests  | 2M  |



**SIDDHARTH GROUP OF INSTITUTIONS :: PUTTUR**

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**QUESTION BANK (OBJECTIVE)**

**Subject with Code : HCI (13A05704)**

**Course & Branch: B.Tech &CSE**

**Year & Sem: IV B.Tech I-Sem**

**Regulation:R13**

**UNIT –V**

**Graphics and Testing**

1 \_\_\_\_ are most often used to represent objects and actions with which users can interact with or that they can manipulate.

A) Icons                      B)Windows                      C)Screens                      D)None                      [     ]

2. \_\_\_\_ A sign that was caused by the thing to which it refers.

A) Icons                      B)Windows                      C)Screens                      D) Index                      [     ]

3. \_\_\_\_ A sign that may be completely arbitrary in appearance

A) Symbol                      B)Windows                      C)Screens                      D)None                      [     ]

4. \_\_\_\_ movement is independent of a system event, changing appearance to represent functions, processes, states, and state transitions

A)Dynamic icon's                      B) Static icon's                      C)Both                      D)None                      [     ]

5 \_\_\_\_ is use to identify links that may be followed.

A) Navigational                      B)Horizontal                      C)Vertical                      D)None                      [     ]

6. \_\_\_\_ is to illustrate items mentioned in the text.

A) Organizational.                      B) Navigational                      C)Screens                      D) Representational                      [     ]

7. \_\_\_\_ is used to depict relationships among items mentioned in text.

A)Organizational.                      B) Navigational                      C) Representational                      D)None                      [     ]

8 \_\_\_\_ is used to show how things or processes work.

A) Explanative                      B)Directive                      C)Exclusive                      D) Decorative                      [     ]

9.. is provide visual appeal and emphasis

A) Decorative                      B) Explanative                      C) Directive                      D)None                      [     ]

10. Diagrams are useful for illustrating the \_\_\_\_ of an object, its key parts and how they are related to each other As a formatting aid, color can provide better structure and meaning to a screen

A) structure                      B)Flow                      C)Screens                      D)None                      [     ]

11. A \_\_ viewing deficiency is called protanopia,

A) red                      B)green                      C)blue                      D)white                      [     ]

12. A \_\_\_\_ viewing deficiency is called deuteranopia,

A) red                      B) green                      C)blue                      D)rose                      [     ]

13. A viewing deficiency is called tritanopia.

A ) green                      B)violet                      C) blue                      D)None                      [     ]

14. The majority of good combinations possess a bright or high-intensity color as the \_\_\_\_ color.

A) background                      B) foreground                      C)both                      D)None                      [     ]

15. The majority of poor combinations are those with \_\_\_\_\_ contrast.  
A) high                      B) moderate                      C) low                      D) None                      [     ]
16. The best overall color is \_\_\_\_\_.  
A) blue                      B) black                      C) green                      D) red                      [     ]
17. A prototype is primarily a vehicle for exploration, communication, and evaluation. Its purpose is to obtain user input in design, and to provide feedback to designers  
A) Icons                      B) Windows                      C) Screens                      D) None                      [     ]
18. \_\_\_\_\_ is created and applied intentionally and with a purpose.  
A) test                      B) bug                      C) audio                      D) video                      [     ]
19. A \_\_\_\_\_ requires developing a test plan, selecting test participants, conducting the test, and analyzing the test results  
A) test                      B) dna test                      C) usability test                      D) None                      [     ]
20. \_\_\_\_\_ Define the specific type of test to be carried out In a think-aloud evaluation, users perform specific tasks while thinking out loud.  
A) Analogy                      B) Strategy                      C) Methodology.                      D) None                      [     ]
21. In a \_\_\_\_\_ walkthrough, developers walk through an interface in the context of representative user tasks.  
A) cognitive                      B) anti cognitive                      C) both                      D) None                      [     ]
22. Severity Ratings in Heuristic Evaluation which number indicates “I don’t agree that this is a usability problem at all”.  
A) 0                      B) 1                      C) 2                      D) 3                      [     ]
23. Severity Ratings in Heuristic Evaluation which number indicates a” cosmetic problem only. Need not be fixed unless extra time is available.”  
A) 0                      B) 1                      C) 2                      D) 3                      [     ]
24. Severity Ratings in Heuristic Evaluation which number indicates a “minor usability problem. Fixing should be given a low priority”.  
A) 0                      B) 1                      C) 2                      D) 3                      [     ]
25. Severity Ratings in Heuristic Evaluation which number indicates a major usability problem. Important to fix and should be given a high priority.  
A) 0                      B) 1                      C) 2                      D) 3                      [     ]
26. Severity Ratings in Heuristic Evaluation which number indicates a usability catastrophe. Imperative to fix before the product can be released.  
A) 1                      B) 2                      C) 4                      D) 3                      [     ]
27. A \_\_\_\_\_ review is an inspection of an interface’s navigation and screen design and layout in the context of an organization’s standards and design guidelines.  
A) guidelines                      B) Windows                      C) Screens                      D) None                      [     ]
28. \_\_\_\_\_ of screens can be easily developed and used very early in the development process  
A) Hand-drawn sketches B) Sketches                      C) Both                      D) None                      [     ]
29. \_\_\_\_\_ and guidelines are an important component of good design, laying the foundation for consistency.  
A) Design standards                      B)                      C) Screens                      D) None                      [     ]
30. Informal feedback is a \_\_\_\_\_ proposition Parts of the system may be completely overlooked; significant problems in other parts may never be documented.  
A) hit                      B) miss                      C) both                      D) None                      [     ]
31. \_\_\_\_\_ is used to evaluate a product.  
A) Icons                      B) Windows                      C) Testing                      D) None                      [     ]

32. \_\_\_\_\_ validates design decisions.  
A) Icons                      B) Windows                      C) Screening                      D) Testing                      [     ]
33. \_\_\_\_\_ also can identify potential problems in design at a point in the development process where they can be more easily addressed.  
A) Bug                      B) Testing                      C) Screening                      D) None                      [     ]
34. \_\_\_\_\_ also enables comparison of alternate versions of a design element, when a clear direction is not immediately evident.  
A) Testing                      B) Debug                      C) Screens                      D) None                      [     ]
35. By \_\_\_\_\_ the interface and screens meet user needs and expectations can also be assessed.  
A) Debug                      B) bug                      C) Testing                      D) None                      [     ]
36. To enhance readability and organization, and make the page more inviting, allow a sufficient amount of \_\_\_\_\_ space on each page  
A) red                      B) white                      C) green                      D) orange                      [     ]
37. For easier reading, restrict \_\_\_\_\_ lines to no more than the length of two alphabets, or 52 characters  
A) textual                      B) actual                      C) nominal                      D) None                      [     ]
38. Keep text and any related graphics close to each other. The viewer will assume a connection between elements located in \_\_\_\_\_ proximity  
A) text                      B) open                      C) close                      D) None                      [     ]
39. \_\_\_\_\_ Provide sufficient horizontal spacing so that groupings of information are obvious  
A) Vertical spacing                      B) Horizontal spacing                      C) Normal spacing                      D) None                      [     ]
40. Use \_\_\_\_\_ rules sparingly on pages. These rules can break up page flow and signal a page's end when it is not intended  
A) verticla                      B) horizontal                      C) noramal                      D) None                      [     ]