

Code No: **R42052**

R10

Set No. 1

IV B.Tech II Semester Supplementary Examinations, July - 2014
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time : 3 hours

Max. Marks: 75

Answer any Five Questions
All Questions carry equal marks

1. a) Explain the need to balance automation and human factors. Explain about the computer's ability to interface with humans.
b) Discuss about history of screen design in detail. [8+7]
2. a) Explain about direct manipulation and why direct manipulation actions may not be feasible always.
b) Describe about the characteristics of web interface in detail. [8+7]
3. a) Discuss in detail about design commandments remain foremost in the development process.
b) Explain about methods for gaining understanding of users. [8+7]
4. a) Discuss about search facility guidelines in finding what is needed in the galaxy of information space.
b) Describe about technological consideration in interface design. [8+7]
5. a) Discuss in detail about advantages and disadvantages of multiple document interface.
b) Explain Microsoft window types and also their components. What is the coordination by tightly coupled windows? [8+7]
6. a) Briefly explain Microsoft recommendations for message box.
b) In presentation styles what is the role of error messages? [8+7]
7. a) Give a brief note about the following and illustrate the following specification methods with suitable examples.
i) TCL scripting language ii) Galaxy
iii) Java script iv) Transition diagrams
b) Describe the factors in choosing any user interface building tools. [8+7]
8. a) Explain in detail the construction and functioning of different types of pointing devices.
b) What are the indirect control pointing devices? Compare pointing devices? [8+7]

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Answer any Five Questions
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1. a) Explain about the impact of inefficient Screen design on processing time.
b) Define user interface? What is the importance of good design? Mention the benefits of good design. [8+7]
2. a) What are the characteristics that direct manipulation systems should possess? Explain in detail.
b) Discuss about the principles for the Xerox STAR in detail. [8+7]
3. a) Describe about possible problems in requirements collection.
b) Give techniques for determining requirements and for designing conceptual models. [8+7]
4. a) Can all screen or Web page elements be identified by cues other than by reading the words that make them up? Explain.
b) Explain about Organization and Structure guidelines in designing screens. [8+7]
5. a) Explain about the way in which links aggravate the user. Discuss in detail Web Site Navigation Problems.
b) Describe in detail about the selection of device based and screen based controls in detail. [8+7]
6. a) What points are to be noted in creating images as icons?
b) Discuss and elaborate the issues to be considered in choosing colors for web pages. [8+7]
7. a) Explain the role of user interface architects in building software tools?
b) Explain about evaluation and critiquing tools in detail. [8+7]
8. a) Explain important types of display devices and also the features of VDU.
b) Describe about discrete word recognition and continuous speech recognition in detail. [8+7]

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Set No. 3

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Max. Marks: 75

Answer any Five Questions
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1. a) Take any real world software as example and explain the following terms on that software. Time to learn, Speed of performance, Rate of errors by users, Retention over time and subjective satisfaction?
b) Explain the significant events that led to blossoming of World Wide Web. [8+7]
2. a) Compare and contrast the graphical user interface and the web user interface.
b) Explain the role of usability testing in user interface design. [8+7]
3. a) Discuss in detail human considerations in the design of business systems.
b) Explain about why design of standards or style guides is valuable. [8+7]
4. a) Discuss different techniques to achieve three dimensional appearance on screen.
b) Discuss how the screen navigation and flow are required for effective user interface. [8+7]
5. a) Discuss in detail different links and what are different links to avoid.
b) Identify the characteristics and capabilities of following screen-based controls.
i) Text entry/read-only controls ii) Custom controls [8+7]
6. a) Purpose the guidelines for choosing proper words, sentences, messages to present on the screen.
b) What is image map? What is its use? What are its advantages and disadvantages? What is meant by combining mediums? What are its characteristics? [8+7]
7. a) Explain the role of user interface architects in building software tools? Also discuss about the specification methods of software tools.
b) Give the BNF notation for telephone book entry. [8+7]
8. a) Explain about the working of various liquid crystal display devices.
b) Describe in detail different functional keys present in the keyboard. [8+7]

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Max. Marks: 75

Answer any Five Questions
All Questions carry equal marks

1. a) What comprises a good design? Explain benefits of good design. Is good design of user interface important?
b) Give chronological history of the internet. [8+7]
2. a) Compare printed pages Vs web pages.
b) Explain in detail about the following principles of using interface design.
i) clarity ii) compatibility [8+7]
3. a) Explain in detail about the following techniques determining requirements.
Categorize them as direct or indirect method
i) Traditional focus group ii) Paper survey or Questionnaire
iii) Competition analysis iv) System testing.
b) Explain about business definition and techniques for determining requirements in detail. [8+7]
4. a) Discuss about different types of Statistical graphics that are used in screen design.
b) Explain about providing visually pleasing composition in screen design. [8+7]
5. a) Discuss about date picker and presentation controls.
b) Describe about guidelines for selecting proper device based controls. [8+7]
6. a) Explain about proper usage of colors in screen design and the things to be avoided in screen design.
b) Discuss about Writing Sentences and Messages and discuss different kinds of messages. [8+7]
7. a) Discuss about the advantages and disadvantages of transition diagrams?
Give an example.
b) Describe about different factors in choosing any user interface building tool. [8+7]
8. a) Explain briefly about the features of different key board layouts.
b) Explain important types of video display devices. [8+7]