

Code No: K0525/R07

**Set No. 1**

**IV B.Tech II Semester Regular Examinations, Apr/May 2013**  
**HUMAN COMPUTER INTERFACE**  
**(Computer Science & Engineering)**

**Time: 3 hours**

**Max Marks: 80**

**Answer any FIVE Questions**  
**All Questions carry equal marks**

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1. What is GUI? What is the importance of GUI? [16]
2. Compare the GUI and web-page design with respect to the following features.  
(a) Visual style  
(b) System capability  
(c) Consistency  
(d) Integration  
(e) Security  
(f) Reability. [16]
3. Explain about the following human consideration in interface deign.  
(a) The user's Knowledge and Experience  
(b) The user's Psychological characteristics. [8+8]
4. Explain briefly about the following visually pleasing composition qualities.  
(a) Balance  
(b) Symmetry  
(c) Predictability  
(d) sequentiality  
(e) groupings  
(f) unity. [16]
5. Give a detailed note about the website navigation guidelines. [16]
6. (a) Discuss the guidelines for designing icons.  
(b) What are the common message types? Explain them briefly. [8+8]
7. Give a brief note about different widget supports and interface features supported in user-interface building tools. [16]
8. (a) List the typical layouts of cursor movement keys.  
(b) Distinguish between QWERTY and ABCDE style. [8+8]

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**Set No. 2**

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**Time: 3 hours**

**Max Marks: 80**

**Answer any FIVE Questions**  
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1. Give a brief note about the Chronological history of Graphical user interface (GUI). [16]
2. Give a detailed note about the characteristics of the graphical user interface. [16]
3. List the:
  - (a) Psychological and
  - (b) Physical responses to a poor design. Explain in detail. [8+8]
4. Give a detailed note about human consideration in screen design. [16]
5. Discuss the following with respect to window
  - (a) Menubar
  - (b) Status bar
  - (c) Scroll bar
  - (d) Tool bar
  - (e) Split box
  - (f) Command area
  - (g) Dialog box
  - (h) Pop-up window. [16]
6. (a) Discuss the issues that are to be considered in combining mediums.  
(b) Explain the role of color as
  - (i) A formatting aid
  - (ii) A visual code. [8+8]
7. (a) Explain how Java is superior to c++ in the design of user-interface.  
(b) Discuss the TCL scripting language. [8+8]
8. List the types of interaction tasks, where the pointing devices are applicable. Explain them clearly. [16]

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**Set No. 3**

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**(Computer Science & Engineering)**

**Time: 3 hours**

**Max Marks: 80**

**Answer any FIVE Questions**  
**All Questions carry equal marks**

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1. What is GUI? What is the importance of GUI? [16]
2. What are the principals of user interface design. Explain in detail. [16]
3. List the factors which make a system difficult to use in the user perspective. Elaborate each factor. [16]
4. Give a brief note about the following headings types used in screen design.
  - (a) Control section heading
  - (b) Control sub- section/ row heading
  - (c) field group heading
  - (d) web page heading. [4×4]
5. Explain the following screen based controls, and also explain their respective advantages and disadvantages.
  - (a) Drop-down/pop-up list boxes
  - (b) Drop-down/pop-up combo boxes. [8+8]
6. Give a brief note about the following factors which influence the selection of icons:
  - (a) Familiarity
  - (b) Simplicity
  - (c) Clarity
  - (d) Consistency
  - (e) Context
  - (f) Expectancy
  - (g) Directness
  - (h) Descriminability. [16]
7. Explain the suitability of C++, in developing the software engineering tools to build user-interface. [16]
8. List various kinds of keyboard layouts, and explain them. [16]

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**Set No. 4**

**IV B.Tech II Semester Regular Examinations, Apr/May 2013**  
**HUMAN COMPUTER INTERFACE**  
**(Computer Science & Engineering)**

**Time: 3 hours**

**Max Marks: 80**

**Answer any FIVE Questions**  
**All Questions carry equal marks**

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1. What is GUI? What is the importance of GUI? [16]
2. (a) Define the terms
  - i. User interface
  - ii. Objects and
  - iii. Action.(b) Distinguish between direct and indirect manipulations. [10+6]
3. Give a brief note about
  - (a) Practical measures of usability and
  - (b) Objective measures of usability. [8+8]
4. (a) Give a brief note about screen navigation and flow.  
(b) Give a brief note about grouping a visually pleasing composition. [8+8]
5. List the components of a window, and give a brief description about each component. [16]
6. Discuss and elaborate the issues to be considered in choosing colors for web pages. [16]
7. (a) What is the role of state charts in specification? Give an example for state-chart for file manipulation actions.  
(b) Compare Java script and HTML. [8+8]
8. (a) What are the function keys? Discuss their advantages.  
(b) Distinguish between DVORAK and QWERTY layouts. [8+8]

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