

SRM VALLIAMMAI ENGINEERING COLLEGE

(An Autonomous Institution)
SRM Nagar, Kattankulathur – 603 203

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

QUESTION BANK



VIII SEMESTER

1904804– Human Computer Interaction

Regulation – 2019

Academic Year 2024 – 2025(EVEN)

Prepared by

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SUBJECT : 1904804– Human Computer Interaction

SEM/YEAR : VIII/IV

UNIT I - FOUNDATIONS OF HCI				
The Human: I/O channels – Memory – Reasoning and problem solving; The computer: Devices – Memory – processing and networks; Interaction: Models – frameworks – Ergonomics – styles – elements – interactivity- Paradigms-Case Studies				
PART-A				
Q.No	Questions	BT Level	Competence	
1	Define Human Computer Interaction.	BTL -1	Remember	CO1
2	What are mental models and why are they important in interface design?	BTL -1	Remember	CO1
3	Describe the two types of photoreceptor.	BTL -5	Understand	CO1
4	What is visual angle? How the visual angle is calculated?	BTL -1	Remember	CO1
5	What is iconic memory?	BTL -1	Remember	CO1
6	What type of HCI paradigm could be used to monitor eruptions of active and hazardous volcanoes? Analyze .	BTL -4	Analyze	CO1
7	Summarize three types of memory or memory function.	BTL -4	Understand	CO1
8	Define Reasoning. List its types.	BTL -1	Remember	CO1
9	Express the text entry devices.	BTL -2	Analyze	CO1
10	Point out distribution of practice effect.	BTL -4	Analyze	CO1
11	Classify the two main theories of forgetting:	BTL -3	Apply	CO1
12	Develop productive and reproductive problem solving.	BTL -6	Create	CO1
13	Show ACT model.	BTL -3	Apply	CO1
14	Examine the spreading activation affect the interferences effects during information recall from memory.	BTL -3	Apply	CO1
15	Integrate the Models of interaction.	BTL -6	Create	CO1
16	What is Ergonomics?	BTL -2	Understand	CO1
17	Conclude the factors in the physical environment that directly affect the quality of the interaction and the user's performance.	BTL -2	Evaluate	CO1
18	Explain the use of scroll bars and title bars.	BTL -5	Evaluate	CO1
19	Tabulate direct manipulation vs indirect manipulation.	BTL -1	Remember	CO1
20	Discuss the importance of grouping controls.	BTL -2	Understand	CO1

21	What are the 5 major senses?		BTL -1	Remember	CO1
22	List the parts of human Eye.		BTL -1	Remember	CO1
23	Explain the structure of human Memory.		BTL -5	Evaluate	CO1
24	Discuss are the input and output channels of human?		BTL -2	Understand	CO1
PART-B					

1	i) List Input and Output channels and discuss briefly about it.	7	BTL -1	Remember	CO1
	ii) Draw the model of the structure of human memory with diagrammatic illustration.	6			
2	i) Briefly discuss about the types of memory in detail.	7	BTL -2	Understand	CO1
	ii) Describe five important differences between Short Term Memory and Long Term Memory.	6			
3	i) Illustrate the similarities and differences in human memory and computer memory.	7	BTL -3	Apply	CO1
	ii) Classify mental models, and why are they important in interface design?	6			
4.	Differentiate deductive reasoning, inductive reasoning and abductive reasoning.	13	BTL -2	Understand	CO1
5	i) Describe the guidelines for data display and data entry.	7	BTL -1	Understand	CO1
	ii) State requirements to perform cognitive walkthrough of a system.	6			
6	Examine in detail about the following:		BTL -1	Remember	CO1
	(i) Digital paper.	7			
	(ii) Display devices.	6			
7	Demonstrate how the system designer can minimize the memory load of the user.	13	BTL -3	Apply	CO1
8	i) Discuss the factors that can limit the speed of an interactive computer system.	7	BTL -2	Understand	CO1
	ii) Draw the block diagram representing human-computer interaction framework and explain it.	6			
9	Compose the stages of Norman's model of interaction.	13	BTL -6	Create	CO1
10	Briefly describe about the elements of the WIMP interface.	13	BTL -4	Analyze	CO1
11	Explain the various types of users and the organizational issues to be considered in designing an interactive system with examples.	13	BTL -5	Evaluate	CO1
12	i) How the user performance is improved using ergonomics? Explain.	7	BTL -4	Analyze	CO1
	ii) Point out briefly four different Interaction styles used to accommodate the dialog between user and computer.	6			
13	i) Examine (in words as well as graphically) the interaction framework introduced in Human-Computer Interaction.	7	BTL -1	Remember	CO1

	ii) Show how it can be used to explain problems in the dialog between a user and a computer.	6			
14	Analyze briefly four different interaction styles used to accommodate the dialog between user and computer.	13	BTL -4	Analyze	CO1
15	i) Explain in detail about the types of memory in detail. ii) Describe between Short Term Memory and Long Term	7 6	BTL -2	Understand	CO1
16	write short notes following deductive reasoning, inductive reasoning and adductive reasoning	4 4 5	BTL -2	Understand	CO1
17	Examine briefly four different interaction styles used to accommodate the dialog between user and computer.	13	BTL -4	Analyze	CO1
PART C					
1	Integrate the ideas of how new, fast, high-density memory devices and quick processors have influenced recent developments in HCI? Do they make systems any easier to use? Do they expand the range of applications of computer systems?	15	BTL -6	Create	CO1
2	What input and output devices would you use for the following systems? For each, compare and contrast alternatives, and if appropriate indicate why the conventional keyboard, mouse and c.r.t screen may be less suitable. a) portable word processor b) tourist information system c) tractor-mounted crop-spraying controller d) air traffic control system e) worldwide personal communications system f) digital cartographic system	15	BTL -5	Evaluate	CO1
3	Choose two of the interaction styles that you have experience of using. Use the interaction framework to analyze the interaction involved in using these interface styles for a database selection Task. Which of the distances is greatest in each case?	15	BTL -5	Evaluate	CO1
4	What influence does the social environment in which you work have on your interaction with the computer? What effect does the organization (commercial or academic) to which you belong have on the interaction? Prepare answer for this with an example.	15	BTL -6	Create	CO1
5	Integrate The stages of Norman's model of interaction.	15	BTL -6	Create	CO1

UNIT II - DESIGN & SOFTWARE PROCESS					
Interactive Design basics – process – scenarios – navigation – screen design – Iteration and Prototyping. HCI in software process – software life cycle – usability engineering – Prototyping in practice – design rationale. Design rules – principles, standards, guidelines, rules. Evaluation Techniques – Universal Design.					
PART A					
1	What is design? List out the design process.		BTL -1	Remember	CO2
2	State the golden rule of design.		BTL -1	Remember	CO2
3	Give a model of Interaction design process.		BTL -2	Understand	CO2
4	Show the three main goals of Evaluation.		BTL -3	Apply	CO2
5	What are the possible ways to set measurement levels in a usability specification?		BTL -1	Remember	CO2
6	Compare the Levels of interaction.		BTL -4	Analyze	CO2
7	Summarize the different implications of navigation design.		BTL -2	Understand	CO2
8	Define localization or internationalization.		BTL -1	Remember	CO2
9	Compare formative evaluation vs summative evaluation.		BTL -4	Analyze	CO2
10	Do you think that prototyping will solve all problems associated with user interfaces design? Analyze it.		BTL -4	Analyze	CO2
11	What are the advantages and disadvantages of Prototyping Model?		BTL -1	Remember	CO2
12	Develop the three main approaches to prototyping.		BTL -6	Create	CO2
13	Illustrate UIMS.		BTL -3	Apply	CO2
14	Show the warning about iterative design.		BTL -3	Apply	CO2
15	Write down the three categories of the principles to support usability.		BTL -6	Create	CO2
16	Discuss on the usage of colors in emergency response panels.		BTL -2	Understand	CO2
17	Compare Efficiency & Satisfaction.		BTL -5	Evaluate	CO2
18	Summarize the basic categories of the Smith and Mosier guidelines.		BTL -5	Evaluate	CO2
19	Define multithreading.		BTL -1	Remember	CO2
20	Point out universal design.		BTL -2	Understand	CO2
21	What is the Prototyping Model?		BTL -1	Remember	CO2
22	Examine the three main goals of Evaluation.		BTL -3	Apply	CO2
23	Define design? Explain the design process		BTL -1	Remember	CO2
24	Explain localization or internationalization.		BTL -4	Analyze	CO2

PART-B					
1	With a neat sketch, describe about Interaction design process and golden rule of Design.	13	BTL -1	Remember	CO2
2	Explain an example of a scenario for the personal movie player. Draw the block diagram of application functional hierarchy and Explain .	7	BTL -4	Analyze	CO2
		6			
3	i) Illustrate about Navigation design through Levels of Interaction and Screen design	7	BTL -3	Apply	CO2
	ii) What is known as a hill-climbing approach? Explain.	6			

4	Express the use of layout and other elements in the control panels.	13	BTL -2	Understand	CO2
5	Analyze in detail about the activities in the waterfall model and spiral model of the software life cycle.	13	BTL -4	Analyze	CO2
6	i) Describe the principles of good UI design.	7	BTL -2	Understand	CO2
	ii) Using the tour booking form as an example, try to relate its suitability for automation.	6			
7	Summarize some of the techniques that are available for producing rapid prototypes.	13	BTL -5	Evaluate	CO2
8	i) List and describe the activities in the life cycle.	7	BTL -1	Remember	CO2
	ii) Briefly discuss about the three main approaches to prototyping	6			
9	i) Examine the principles affecting learnability in detail.	7	BTL -1	Remember	CO2
	ii) Give the summary of principles affecting flexibility in detail.	6			
10	Consider the following usability objective. Theatre booking clerks with low motivation, no computing experience and no previous training, working in a small and hectic box office, are able to learn to reserve or book seats within a one hour period. Demonstrate what measures could be taken and which techniques would you consider appropriate to test whether this objective was met?	13	BTL -3	Apply	CO2
11	i) Mention and Explain the Shneiderman's Eight Golden Rules of Interface Design.	7	BTL -4	Analyze	CO2
	ii) State and Explain Norman's Seven Principles for Transforming Difficult Tasks into Simple Ones.	6			
12	i) With help of Norman's Model of interaction, Examine the process of	7	BTL -1	Remember	CO2
	execution evaluation cycle.				
	ii) Define gulf of execution and gulf of evaluation with respect to this model?	6			
13	i) List and discuss seven stages of action model.	7	BTL -2	Understand	CO2
	ii) What are the seven principles give us a good starting point in considering universal design.	6			
14	Develop a short notes on		BTL -6	Create	CO2
	a) Cognitive walkthrough.	7			
	b) Speech-based system is the phonetic typewriter.	6			
15	Explain in detail about some of the techniques that are available for producing rapid prototypes.	13	BTL -4	Analyze	CO2
16	describe in detail the activities in the life cycle.	13	BTL -1	Remember	CO2
17	Analyze the three main approaches of prototyping	13	BTL -4	Analyze	CO2
PART C					
1	Provide a usability specification for an electronic meetings diary or	15	BTL -6	Create	CO2

	calendar. First identify some of the tasks that would be performed by a user trying to keep track of future meetings, and then complete the usability specification assuming that the electronic system will be replacing a paper-based system. What assumptions do you have to make about the user and the electronic diary in order to create a reasonable usability specification?				
2	What is the distinction between a process-oriented and a structure-oriented design rationale technique? Would you classify psychological design rationale as process- or structure-oriented? Justify.	15	BTL - 5	Evaluate	CO2
3	Using the web design pattern language produce a design for an e- commerce site for a small retail business. How well does the language support the design process? Explain in detail	15	BTL - 5	Evaluate	CO2
4	You have been asked to compare user performance and preferences with two different learning systems, one using hypermedia, and the other sequential lessons. Design a questionnaire to find out what the users think of the system. How would you go about comparing user Performance with these two systems?	15	BTL - 6	Create	CO2
5	Summarize some of the techniques that are available for producing rapid prototypes.	15			CO2

UNIT III - MODELS AND THEORIES

HCI models: Cognitive models –Socio-Organizational issues and stake holder requirements – Communication and collaboration models-Hypertext, Multimedia and WWW.

PART-A

1	What are the characteristics of computer support cooperative work systems?	BTL -1	Remember	CO3
2	State the group categorization based on their geographical and temporal location.	BTL -1	Remember	CO3
3	Analyze CUSTOM methodology.	BTL -4	Analyze	CO3
4	List the four elements of GOMS.	BTL -1	Remember	CO3
5	Classifying stakeholders – an airline booking system.	BTL -1	Remember	CO3
6	Analyze Acronym for CATWOE.	BTL -4	Analyze	CO3
7	Point out face-to-face communication.	BTL -4	Analyze	CO3
8	What is conversation and give the basic conversational structure.	BTL -1	Remember	CO3
9	Differentiate context and the types of context.	BTL -2	Understand	CO3
10	Assess the utterances that can be classified into three kinds.	BTL -5	Evaluate	

11	Classify Breakdown and repair.	BTL -3	Apply	CO3
12	Formulate the process as grounding.	BTL -6	Create	CO3
13	Classify the four types of textual communication.	BTL -3	Apply	CO3
14	Describe and illustrate the properties of these channels in terms of grounding constraints.	BTL -3	Apply	CO3
15	Develop Hypertext conversation structure.	BTL -6	Create	CO3
16	Differentiate Linear text vs. hypertext.	BTL -2	Understand	CO3
17	Explain the applications of hypermedia.	BTL -2	Understand	CO3
18	Summarize static content and dynamic content.	BTL -5	Evaluate	CO3
19	Define Bandwidth,	BTL -1	Remember	CO3
20	Define latency.	BTL -1	Remember	CO3
21	Discuss Web servers and web clients	BTL -2	Understand	CO3
22	Define jitter.	BTL -1	Remember	CO3
23	What is CUSTOM methodology	BTL -1	Remember	CO3
24	Summarize Hypertext conversation structure.	BTL -6	Create	CO3

PART-B					
1	i) What is cognitive model? ii) Classify cognitive models and discuss the same.	3 10	BTL -1	Remember	CO3
2	Explain how GOMS and the keystroke – level model support the interaction design process..	13	BTL -5	Evaluate	CO3
3	i) Illustrate the linguistic approach and use of Backus–Naur Form (BNF) rules to describe the dialog grammar. ii) Explain the linguistic models–BNF and Task Action Grammar in brief.	7 6	BTL -3	Apply	CO3
4	Discuss how do ‘golden rules’ and heuristics help interface designers take account of cognitive psychology?	13	BTL -2	Understand	CO3
5	Describe the problem space model and interacting cognitive subsystems in detail	13	BTL -1	Remember	CO3
6	Briefly describe about the Three-state model.	13	BTL -2	Understand	CO3
7	i) Discuss how to organize a display. Explain how to get user’s attention. ii) Explain three techniques to prevent errors.	7 6	BTL -2	Understand	CO3
8	i) Point out the six key stages to carry out in a CUSTOM analysis? ii) Who is a stakeholder? Outline the types of stake holders and appraise the stakeholders for an airline booking system.	7 6	BTL -4	Analyze	CO3
9	List and explain the seven stages of soft systems methodology	13	BTL -1	Remember	CO3

10	i) Explain the participatory design process utilizes a range of methods to help convey information between the user and designer. ii) Explain Effective Technical and Human Implementation of Computer-based Systems (ETHICS) and how the design groups then address the following issues and activities.	7 6	BTL -4	Analyze	CO3
11	Explain some of the organizational issues that affect the acceptance and relevance of information and communication systems in detail	13	BTL -4	Analyze	CO3
12	Write short notes on i)Text. ii)Hypertext. iii)Multimedia.	4 4 5	BTL -1	Remember	CO3
13	Consider the case of preparing a group presentation for a software project. Demonstrate the stages in specifying and designing UI for the same.	13	BTL -3	Apply	CO3
14	Write and develop short notes on i) Fixed content. ii) Search. iii) Automatic generation. iv) Batch generation.	3 3 3 4	BTL -6	Create	CO3
15	Summarize an example of Cognitive complexity theory and express production rules.	13	BTL -5	Evaluate	CO3
16	Illustrate your answer with the design of Microsoft office word.	13	BTL -2	Understand	CO3
17	iii) Discuss how to organize a display. Explain how to get user's attention. iv)Explain three techniques to prevent errors.	7 6	BTL -2	Understand	CO3

PART C					
1	One of the assumptions underlying the programmable user model approach is that it is possible to provide an algorithm to describe the user's behavior in interacting with a system. Taking this position to the extreme, choose some common task with a familiar interactive system (for example, creating a column of numbers in a spreadsheet and calculating their sum, or any other task you can think of) and describe the algorithm needed by the user to accomplish this task. Write the description in pseudocode. Does this exercise suggest any improvements in the system?	15	BTL - 6	Create	CO3

2	A group of universities has decided to collaborate to produce an information system to help potential students find appropriate courses. The system will be distributed free to schools and careers offices on CD- ROM and will provide information about course contents and requirements, university and local facilities, fees and admissions procedures. Identify the main stakeholders for this system, categorize them and describe them and their activities, currently and with regard to the proposed system, using the CUSTOM framework.	15	BTL - 6	Create	CO3
3	What is speech act theory? Explain positive and negative issues that have arisen when it has been embodied in a specific system.	15	BTL -5	Evaluate	CO3
4	Compare turn-taking, round-robin and free-for-all as floor control mechanisms. When might each be effective? Justify yours Answer	15	BTL -5	Evaluate	
5	iii) Point out the six key stages to carry out in a CUSTOM analysis? iv) Who is a stakeholder? Outline the types of stake holders and appraise the stakeholders for an airline booking system.	7 6	BTL -4	Analyze	CO3

UNIT IV - MOBILE HCI

Mobile Ecosystem: Platforms, Application frameworks- Types of Mobile Applications: Widgets, Applications, Games- Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools. Case Studies

PART-A

1	Tabulate some World's largest mobile operators.		BTL -1	Remember	CO4
2	List the categories of mobile platforms.		BTL -1	Remember	CO4
3	Give the importance of mobile applications (any four).		BTL -2	Understand	CO4
4	What is Cocoa Touch?		BTL -1	Remember	CO4
5	Tabulate the pros and cons of mobile websites.		BTL -1	Remember	CO4
6	Point out the pros and cons of web widgets.		BTL -4	Analyze	CO4
7	Discuss the pros and cons of web applications.		BTL -2	Understand	CO4
8	Do you think that prototyping will solve all problems associated with user interface design? Give reason for your answer?		BTL -1	Remember	CO4
9	Analyze the pros and cons of game applications.		BTL -4	Analyze	CO4
10	Explain Information Architecture?		BTL -4	Analyze	CO4
11	Discover and give an example mobile site map.		BTL -3	Apply	CO4
12	Develop the layers of mobile ecosystem.		BTL -6	Create	CO4
13	Demonstrate on the usage of colors in emergency response panels.		BTL -3	Apply	CO4
14	Classify Fixed versus fluid.		BTL -3	Apply	CO4
15	Design rules to be followed for Readability in mobile design.		BTL -6	Create	CO4
16	Contrast the three basic ways to define a color palette.		BTL -2	Understand	CO4
17	Explain with example the Mobile design tools?		BTL -5	Evaluate	CO4
18	Explain the two distinct types of navigation layouts for mobile devices?		BTL -5	Evaluate	CO4
19	Define Iconography.		BTL -1	Remember	CO4
20	Draw and give the typical flow of information on mobile devices.		BTL -2	Understand	CO4

21	list the importance of mobile applications (any four).	7	BTL -1	Remember	CO4
22	Compare Fixed versus fluid.	6	BTL -2	Understand	CO4
23	Explain the layers of mobile ecosystem	5	BTL -5	Evaluate	CO4
24	What is Information Architecture?	6	BTL -1	Remember	CO4
PART-B					
1	i) Briefly describe the layers of the mobile ecosystem. ii) Describe several unique disciplines of Information Architecture.	7 6	BTL -1	Remember	CO4
2	i) Discuss what is information Architecture ii) Give in detail about mobile information architecture with a neat diagram	5 8	BTL -2	Understand	CO4
3	Elaborate and classify the broader set of devices supports operating systems.	13	BTL -3	Apply	CO4
4	List and Explain the elements of mobile design. i) Layout ii) Colour iii) Typograp iv) Graphics	4 3 3 3	BTL -4	Analyze	CO4
5	Compare i) Mobile application medium types ii) Mobile application media matrix	7 6	BTL -5	Evaluate	CO4
6	i) Define Jesse James Garrett's Elements of User Experience. ii) Describe about awful mobile user experience.	7 6	BTL -1	Remember	CO4
7	i) Give the teasing content to confirm the user's expectations. ii) Brief with an example clickstream for an iPhone web application.	7 6	BTL -2	Understand	CO4
8	State and discover an example process flow diagram.	13	BTL -3	Apply	CO4
9	Discuss the various elements of Mobile Design with a step by step method explain how to design an registration page foe movie ticket booking.	13	BTL -4	Analyze	CO4
10	List some ways to do some simple and fast mobile prototyping.	13	BTL -1	Remember	CO4
11	Specify and develop the six simple rules for user with excellent readability.	13	BTL -6	Create	CO4
12	i) Describe the types of Mobile Applications. ii) Discuss the various contexts in mobile application.	7 6	BTL -2	Understand	CO4
13	i) What is Mobile 2.0 ? ii) Mention and analyze the seven principles of Web 2.0.	3 10	BTL -4	Analyze	CO4
14	i) Mention tools and what interface toolkits are available for it. ii) Examine the design for different screen size and write devices	7 6	BTL -1	Remember	CO4
15	Elaborate and classify the broader set of devices supports operating systems.	13	BTL -3	Apply	CO4
16	Describe i) Mobile application medium types ii) Mobile application media matrix	7 6	BTL -5	Evaluate	CO4
17	Explain some ways to do some simple and fast mobile prototyping.	13	BTL -3	Apply	CO4

PART C					
1	List the ten world large Mobile operators and compose the rank, markets, technologies used, and subscriber numbers.	15	BTL-6	Create	CO4
2	Formulate the advantages and disadvantages of using the following Mobile Applications i. SMS ii. Mobile Websites iii. Mobile Web Widgets iv. Mobile Web Applications	15	BTL -6	Create	CO4
3	Give an example mobile information architecture that was designed with desktop users in mind rather than mobile users. Summarize the pros and cons of the Architecture	15	BTL -5	Evaluate	CO4
4	Compare the Mobile web applications and Native applications with suitable case studies.	15	BTL -5	Evaluate	CO4
5	Specify and develop the six simple rules for user with excellent readability.		BTL -6	Create	CO4

UNIT V – WEB INTERFACE DESIGN					
Designing Web Interfaces – Drag & Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow. Case Studies.					
PART-A					
1	Define Object Selection.		BTL -1	Remember	CO5
2	Define Mystery Meat and Soft Mode.		BTL -1	Remember	CO5
3	Discuss the various approaches for Drag and Drop Modules.		BTL -2	Understand	CO5
4	Write down the purpose of drag and drop.		BTL -1	Remember	CO5
5	What is auto complete pattern?		BTL -1	Remember	CO5
6	Analyze the best practices for Drag and Drop List?		BTL -4	Analyze	CO5
7	Differentiate Dragged object versus drop target.		BTL -2	Understand	CO5
8	Tabulate the types of selection patterns.		BTL -1	Remember	CO5
9	Differentiate modal and non-modal overlays.		BTL -4	Analyze	CO5
10	Mention and point out some nice attributes for toggle selection.		BTL -4	Analyze	CO5
11	State and discover Fitt's law.		BTL -3	Apply	CO5
12	Develop some issues with showing contextual tools.		BTL -6	Create	CO5
13	Demonstrate Anti pattern?		BTL -3	Apply	CO5
14	What is mutton? Discover why it is used?		BTL -3	Apply	CO5
15	Develop Lightweight overlays.		BTL -6	Create	CO5
16	Express Lightbox Effect.		BTL -2	Understand	CO5
17	Mention and explain few things to keep in mind when using Input Overlays.		BTL -5	Evaluate	CO5
18	Summarize Inlay Versus Overlay.		BTL -5	Evaluate	CO5
19	Quote an example for virtual scrolling.		BTL -1	Remember	CO5
20	Describe Carousel.		BTL -2	Understand	CO5
21	Explain modal and non-modal overlays.		BTL -4	Analyze	CO5

22	What is Inlay & Overlay.		BTL -1	Remember	CO5
23	List few things to keep in mind when using Input Overlays.		BTL -1	Remember	CO5
24	Analyze some issues with showing contextual tools.		BTL -4	Analyze	CO5
PART-B					
1	Briefly describe the events available for cueing the user during a drag and drop interaction.	13	BTL -2	Understand	CO5
2	Tabulate the principles for designing rich web interface.	13	BTL -1	Remember	CO5
3	Write and describe short notes on i) Drag and Drop Action ii) Drag and Drop Collection	7 6	BTL -2	Understand	CO5
4	Demonstrate the process flow of web interface design.	13	BTL -3	Apply	CO5
5	i) How are contextual tools used in the design of rich web UI? ii) Illustrate and compare with suitable examples.	7 6	BTL -4	Analyze	CO5
6	i) Summarize the Challenges of Drag and Drop. ii) Explain the purpose of Drag and Drop.	7 6	BTL -5	Evaluate	CO5
7	analyze Tools in detail. i) Always-Visible Tools ii) Hover veal tools iii) Toggle-Reveal Tools iv) Multi-Level Tools	4 3 3 3	BTL -4	Analyze	CO5
8	Describe in detail about the three specific types of overlays: i) Dialog Overlays ii) Detail Overlay ii) Input Overlays	5 3 5	BTL -1	Remember	CO5
9	i) Point out in detail about Secondary Menu. ii) Explain how to inlay the information directly within the page.	7 6	BTL -4	Analyze	CO5
10	i) Define Tabs and its types. ii) Explain different types of inlays?	7 6	BTL -1	Remember	CO5
11	i) Interpret the patterns that support virtual pages used in the design of rich web UI. ii) Compare the patterns with suitable examples.	7 6	BTL -2	Understand	CO5
12	Design a web interface for a 'Library Management System'. State the functional requirements you are considering.	13	BTL -6	Create	CO5
13	Tabulate the following i) Paging ii) Scrolling	7 6	BTL -1	Remember	CO5
14	Explain the following: i) Interactive Single-Page Process ii) Inline Assistant Process	7 6	BTL -3	Apply	CO5

15	Describe in detail about any tow specific types of overlays	13	BTL -1	Remember	CO5
16	Explain in detail. i)Always-Visible Tools ii)Hover veal tools iii)Toggle-Reveal Tools iv)Multi-Level Tools	3 3 3 4	BTL -4	Analyze	CO5
17	Define Tabs and its types. Explain different types of inlays	7 6	BTL -1	Remember	CO5
PART C					
1	Create your own example to design a drag and drop module on a Webpage and give the step by step interaction in detail with necessary diagrams.	15	BTL -6	Create	CO5
2	Explain the combination of object selection and Toggle selection with suitable example. Analyze its advantages and disadvantages in detail	15	BTL -5	Evaluate	CO5
3	Design the technique that is used to reveal customization controls of webpage. Discuss that technique with diagrammatic illustration.	15	BTL -6	Create	CO5
4	Find out the applications in which the following techniques. Summarize the use of technique in that application. a. Virtual Panning b. Zoomable user interface	15	BTL -5	Evaluate	CO5
5	Write short notes on i)Challenges of Drag and Drop. ii) Drag and Drop.	15	BTL -5	Evaluate	CO5