

CS408-Human Computer Interaction

Solved MCQ(S)

From FinalTerm Papers

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Jan



In the Name of Allāh, the Most Gracious, the Most Merciful

FinalTerm Papers Solved MCQS with Reference

Question # 1: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention
- o **Involuntary attention**

Page # 70

An everyday example of an involuntary act is being distracted from working when we can hear music or voices in the next room

Question # 2: Which of the following is a long-term individual difference?

- o Age
- o Sex

Click here for more Detail

- Fatigue
- Color

Individual Differences Long term : Sex , Physical abilities , Intellectual abilities

Ques	tion # 3:	refers to how good a s	ystem at doing What it is supposed to do?
0	Safety		
0	Usability		
0	Efficiency		
0	Effectiveness	Page # 31	
	iveness very general goal	and refers to how good a syste	m at doing what it is suppose to do.
	tion # 4: As a interact?	software designer, which aspec	ets guide you to think about the Way in which the user and the
0	Tactical		
0	Manual		
0	Technical		
0	Strategic	Page # 143	
	gic aspect guides interact.	us to think about user interface	idioms – in other words, the way in which the user and the
	tion # 5: Adee he following?	el renders financial services in "	ABC" bank .He specialized in his field. What he is called as
0	Society of manu	facturing engineer (SME)	
0	Subject matter	expert (SME)	Page # 168
0	Small and media	um enterprise (SME)	
0	Subject master e	engineering (SME)	
<mark>Subje</mark>	ct matter expert	(SME)	

Question # 6:capture the non-verbal dialogue between artifact and user over time.
o Persona
o Scenario Page # 199
o Dialogue
o Design model
Scenarios capture the non-verbal dialogue between artifact and user over time, as well as the structure and behavior of interactive functions.
Question # 7: Scenario content and context are derived from information gathered during the phase and analyzed during thephase (respectively)
o Modeling, implementation
o Modeling, Research
o Research, implementation
O Research, modeling Page # 100
Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.
Question # 8: Alia is used to describe design problem /solution by that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities
o Persona
o Scenario PG # 198 or Click Here For More Detail
o Flowchart
o Brainstorming

ion # 9: Which of the following steps is NOT the process of defining the interaction Framework?
Defining form factor and input methods
Defining Images and maps Page # 205
Defining functional and data elements
Constructing key path scenarios
ning form factor and input methods ning views ning functional and data elements rmining functional groups and hierarchy ching the interaction framework structing key path scenarios
tion # 10: Which of the following is least likely to be revealed by a paper prototype?
Your users don't know the term algorithm
Toolbar buttons are too small to press Click here for more Detail
The Help menu isn't in the right place
Radio buttons are too small
tion # 11: Recalling password isWork.
Logical
Mnemonic Page # 212
Physical
Structural
onic work — recall of passwords, command vectors, names and locations of data objects and controls, and elationships between objects

Oues	tion # 12:	patterns can be applied at the conceptual level
0	Postural	Page # 217
0	Structural	
0	Behavioral	
0	Mnemonic	
Postur user.	ral patterns can be applied a	t the conceptual level and help determine the overall product stance in relation to the
Ques		suggests identifying goals and questions first before selecting techniques for the
0	RVM model	
0	DECIDE framework	Page # 367
0	Usability testing	
0	Field study	
The D	ECIDE framework suggests	s identifying goals and questions first before selecting techniques for the study
		w children talk together in order to see if an innovative new groupware product would ould probably be better informed by a
0	Usability testing	
0	Field study	Page # 264
0	Predictive evaluation	
0	DECIDE framework	
		her in order to see if an innovative new groupware product would help them to be better informed by a field study.

Question # 15: Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a				
	0	Field studies	Page # 264	
	0	Predictive		
	0	Usability testing		
	0	Quick and dirty		
Qι	ıes	tion # 16:	_are the street signs of the Web	
	0	Site IDs		
	0	Home pages		
	0	Page Names	Page # 291	
	0	Sections		
Pag	ge n	ames are the street sig	ns of the Web	
Qι	ıes	tion # 17:	is like the building name for a Website	
	0	Site ID	Page # 287	
	0	Navigation		
	0	Section		
	0	Tags		
Th	e Si	te ID or logo is like th	e building name for a Web site.	
Qι	ıes	tion # 18: Use of h	ighlighted tabs in global navigation bar shows this is the '' page.	
	0	Home	Page # 301	
	0	Default		
	0	Error		
	0	Browser		
Us	e c	f highlighted tabs i	n global navigation bar shows this is the 'Home' page.	

Question # 19: When developing, plan to keep them short, straightforward and avoid asking too many.
o Videos
o Documentation
○ Interview questions Page # 371
Contextual enquiry
When developing interview questions, plan to keep them short, straightforward and avoid asking too many.
Question # 20: Data collection and analysis often occur simultaneously in with analysis happening at many different levels throughout the study
o Observation
o Interaction
o Ethnography Page # 364
o Data Collection
Data collection and analysis often occur simultaneously in ethnography, with analysis happening at many different levels Throughout the study.
Question # 21: The biggest limitation of, is when the user accidentally short-circuits the capability of the undo facility to rescue him
o Single -level, functional undo Page # 313
o Multi-level, functional undo
o Single-level, non-functional undo
Multi-level, non-functional undo
The biggest limitation of single-level, functional undo is when the user accidentally short-circuits the capability of the undo facility to rescue him.

Ques	tion # 2	22: The	function came into b	peing as the result of the ir	nplementation model for undo
0	Redo		Page # 31	4	
0	Undo				
0	Repeat				
0	Delete				
Redo '	The redo	function came	into being as the result of	f the implementation mode	el for undo
Ques search		23: A study by	y Human Factors Internat	ional indicated that	color significantly reduced
0	One		Page # 358		
0	Two				
0	Three				
0	Many				
A stud	l <mark>y by Hun</mark>	nan Factors Int	ernational indicated that	one color significantly red	uced search time.
Ques	tion # 2	24: A Web sit	e is a collection of	systems with compl	ex dependencies
0	Connect	ed			
0	Same				
0	Differen	it			
0	Interco	nnected	Page # 406		
A web	site is a	collection of in	terconnected systems wit	h complex dependencies.	

_	Question # 25: integrates computation into the environment, rather than having computers which are distinct objects		
	0	Accessibility	
	0	Controlled vocabularies	
	0	Ubiquitous computing Page # 413	
	0	Thesauri	
		tous computing (ubicomp, or sometimes ubiqcomp) integrates computation into the environment, rather than computers which are distinct objects.	
Qı	ies	tion # 26: XYZ Ltd is Well reputed software house; they make a significant investment in building that encourages greater customer loyalty	
	0	Visual symbols	
	0	Grouping	
	0	Brand equity Page # 353	
	0	Harmony	
Mo	st s	DING AND THE USER INTERFACE uccessful companies make a significant investment in building brand equity. A company that cultivates natial brand equity can command a price premium for its products, while encouraging greater customer loyalty.	
		tion # 27: Political campaigns, marketing department ask users inquires by conducting the following ew technique?	
	0	Focus group	
	0	Walkthroughs	

o Heuristics

Telephonic

	tion # 28: Being a prog uirement to Write Well-fo	rammer you Wrote lot of error messages While coding. Which of the following is not rmed error messages?
0	Be polite	
0	Be harsh	Page # 386
0	Be helpful	
0	Be illuminating	
A well	-formed error message box	should conform to these requirements: Be polite, Be illuminating ,Be helpful
_	tion # 29: t While the user's hands, v	computers are especially useful for applications that require computational oice, eyes or attention are actively engaged with the physical environment
0	Wearable	Page # 414
0	Ubiquitous	
0	Attentive environment	
0	Tangible bits	
	-	ly useful for applications that require computational support while the user's hands, ly engaged with the physical environment.
A. Cap		s specification involves: rements of the system architecture Work domain from the customer.
0	Only A	
0	Only B	Click here for more Detail
0	Both A and B	
0	Not A and Not B	

Ques	tion # 31: What are the Most common things you do with the product is a type of
0	Goal- oriented question
0	System - oriented question Page # 182
0	Workflow- oriented question
0	Attitude-oriented question
Functi	n-oriented questions on are the most common things you do with the product?
Ques	tion # 32: What do you procrastinate on? is type of
0	Priorities
0	Avoidance Page # 183
0	Exceptions
0	Preference
	ance would you prefer not to do? do you procrastinate on?
	tion # 33: Early in design, developers Want to meet informally to get feedback on idea about user's need and tion is called
0	Quick and dirty Page # 258
0	Usability testing
0	Field studies
0	Predictive
	and dirty" evaluations can be done at any stage and the emphasis is on fast input rather than carefully nented findings. For example, early in design developers may meet informally with users to get feedback on

Question # 34: Like "You are here" indicators show you Where you are

o Site IDs

Sections

o Breadcrumbs

Page # 293

Page Names

Breadcrumbs

Like "You are here" indicators, Breadcrumbs show you where you are. (Sometimes they even include the words "You are here.")

Question # 35: Imagine an artist spraying a drawing with glue. All marks made up to that point are now permanent, locked and cannot be changed but new images can be freely superimposed on the older one. This Process is called?

- o Reversion
- Archiving
- o Mile stoning

Freezing

Page # 319

Freezing

Freezing, the opposite of mile stoning, involves locking the data in a document so that it cannot be changed. Anything that has been entered becomes un-modifiable, although new data can be added. Existing paragraphs are untouchable, but new ones can be added between older ones. This method is much more useful for a graphic document than for a text document. It is much like an artist spraying a drawing with fixative. All marks made up to that point are now permanent, yet new marks can be made at will. Images already placed on the screen are locked down and cannot be changed, but new images can be freely superimposed on the older ones. Procreate Painter offers a similar feature with its Wet Paint and Dry Paint commands.

Question # 36: You are typing an application of "sick-leave" in MS Word. You wrongly type purpose of leave "urgent Work" instead of "sick". Which of the following command will help you to reverse one or More previous actions.
o Freezing
o Redo
o <mark>Undo</mark> Page # 311
o Archiving
Undo is thus the primary tool for supporting exploration in software user interfaces. It allows the user to reverse one or more previous actions if he decides to change his mind.
Question # 37: Ali is a visual interface designer, he organizes interface by visual cues in individual elements or in the background on which the active elements rest.
o Layering Page # 347
o Contrast
o Clutter
o Figure
LAYERING
Interfaces can be organized by layering visual cues in individual elements or in the background on which the active elements rest. Several visual attributes control the perception of layers.
Question # 38: You might have experienced deleting a file or folder in Windows XP, A dialog box appears "Do you Want to delete file;" having two options "yes" or "no". 'Which of the following error dialog appears?
o Alerts
O Confirmation Page # 388 and 389
o Feedback
o Delete
Confirm File Delete
Are you sure you want to send '42-CommunicatingUsers.ppt' to the Recycle Bin?
Yes No

Ques	tion # 39:	Cognitive process involves encoding and recalling knowledge and acting appropriately
0	Attention	
0	Reduction	
0	Memory	Click here for more Detail and also Read PPT slides
0	Encoding	
Memo	ory : Involves encod	ing and recalling knowledge and acting appropriately
		usage and workflow patterns discovered through analysis of the field research and nto domain and user models
0	Research	
0	Modeling	Page # 159
0	Framework	THE RESERVE AND ADDRESS OF THE PERSON OF THE
0	Interview	
		ling phase, usage and workflow patterns discovered through analysis of the field research
and in	terviews are synthesiz	zed into domain and user models.
Questi	on #41: Unable to ed	lit pdf document, is a type of constraints.
0	Physical	
0	Logical	Page # 106
0	Cultural	
0	Update	

Quest	ic	on # 42: Learn only a single	mode of operation that is applicable to all objects, is a benefit of		
0		Mapping			
0		Affordance			
0		Consistency	Click Here For More Detail		
0		Reliability			
single	1	mode of operation that is app	erfaces, therefore, is that they are easier to learn and use. Users have to learn only a plicable to all objects. This principle worked well for simple interfaces with limited h small number of operations mapped onto separate buttons.		
		tion # 43: As a software dalog boxes and pushbuttons?	lesigner, which aspects that give us hints and tips about using creating user idioms,		
0		Strategic			
0		Tactical	Page # 143		
0		Manual			
0		Technical			
Tactio	ca	l aspects give us hints and tips	about using and creating user interface idioms, like dialog boxes and pushbuttons.		
		ion# 44:aspect boxes and pushbuttons.	(s) gives us hints and tips about using and creating user interface idioms, like		
		Efficient.			
		Strategic. Tactical.			
D		Reliable.			
0		Only A			
0		Only C Page	e # 143		
0		A and C			
0		B and D			
	Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the				
		nteract.	ps about using and creating user interface idioms, like dialog boxes and		
nushh			ps about using and creating user interface fulbilis, like dialog boxes and		

Ques	tion# 45: Social	l science and usability texts are full of methods and techniques for conducting research
0	Conceptual	
0	Quantitative	
0	Qualitative	Click Here For More Detail
0	Specialized	
Ques	tion # 46: What	t do you enjoy most about your job (or lifestyle) is an example of
0	Avoidance	
0	Motivation	Page # 183
0	Exceptions	
0	Attitude-oriented	questions
	ation: What do yo do you always tack	ou enjoy most about your job (or lifestyle)? de first?
Ques	tion # 47: User	personas that are not primary or secondary are personas.
0	Served	
0	Negative	
0	Customer	
0	Supplemental	Page # 196
Suppl	emental personas	: User personas that are not primary or secondary are supplemental personas

	Question # 48: Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?			
	0	Auxiliary		
	0	Transient	Page # 231	
	0	Information		
	0	Sovereign		
			navigational portal relatively infrequently, the appropriate posture is transient, onal controls and getting out of the way.	
			a user interface involves a quantitative engineering style of working in which the quality of interface. Hence is appropriate.	
	0	Usability testing	Page # 264	
	0	Field study		
	0	Predictive evaluation		
	0	DECIDE framework		
			olves a quantitative engineering style of working in which measurements are used to e. Hence usability testing would be appropriate.	
Qu	esti	on # 50: To implement _	in tabs or buttons bar, each button needs to be a separate graphic.	
	0	Rollovers	PG # 295	
	0	Color Code		
	0	Navigation		
	0	Site ID		
Qu	esti	on # 51:ar	e a well-established technique for collecting demographic data and users' opinions.	
	0	Questionnaires	PG 374	
	0	Feedbacks		
	0	Interviews		
	0	Walkthroughs		

	Question # 52: Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?					
	0	World Wide Web PG # 305				
	0	MS world				
	0	Television				
	0	Newspapers				
Qι	ıesti	on # 53: People frequently counter the idea offeedback with arguments that users don't like it				
	0	Audible Page # 393				
	0	Video				
	0	Walkthroughs				
	0	Questions				
Pe	<mark>ople</mark>	frequently counter the idea of audible feedback with arguments that users don't like it.				
	ues stem	tion # 54:Present a fascinating lens through which we can view the network relationships between				
	0	Metadata Page # 406				
	0	Thesauri				
	0	Accessibility				
	0	Ubiquitous Computing				
		ata and controlled vocabularies present a fascinating lens through which to view the network of relationships				
be	<mark>between systems</mark>					

Question # 55: Environments are environments that are user and context aware.

Attentive

Page # 418

- Non-attentive
- Visual
- Sensing

Attentive environments are environments that are user and context aware.

Question # 56: A team of web developer evaluates a website whether user-interface elements, Such as dialog boxes, menus, navigation structure, online help, etc., conform to the principles. Which of the techniques they follow?

Heuristic

PG#377

- o Telephonic
- o Focus group
- walkthroughs

Question # 57: You may view in Microsoft World provide printed documentation, that is used a reference tool for perpetual intermediate. It is called.

- o Shortcuts
- The index

Online help

PG#399

o Splash screen

Online help is just like printed documentation, a reference tool for perpetual intermediates.

Question # 58: when you do search on google.com or any other search engine which of the following will help search engine to match user queries with key words in website?

- Controlled vocabularies
- Thesauri

PG#407

- Accessibility
- Metadata

Question # 59: computers are especially useful for applications that require computational support				
while the user's hands, voice, eyes or attention are actively engaged with the physical environment.				
	W	DC # 414		
0	Wearable Uhiguitans	PG # 414		
0	Ubiquitous Attentive environmen	4		
0	Tangible bits			
		ne is doing voice chat with his friend, which physical receptor is involved		
Ques	In this process?	ie is doing voice that with his friend, which physical receptor is involved		
	in this process.			
0	Ear			
0	Eye			
0	Nose			
0	Finger			
Ques	tion # 61: Which of	the following senses do not play a significant role in HCI?		
	Cight and small			
0	Sight and smell Hearing and sight			
0	Touch and sight			
0		PG # 54		
		ugh the senses and output through the motor control of the effectors. There are five major		
senses		h, and Taste, Smell Of these first three are the most important to HCI. Taste and smell do		
Ques	tion # 62:	are perhaps the least-documented patterns, but they are nonetheless in widespread		
0	Postural			
0	Structural	Page # 217		
0	Behavioral			
0	Mnemonic			
Struct	ıral patterns are perhap	os the least-documented patterns, but they are nonetheless in widespread use.		

Question # 63: Good examples of are word processors and spreadsheets, these programs use full-screen, monopolizing the user's attention for long periods of time.				
S	Sovereign posture	PG # 220		
O .	Transient, posture			
2	Daemonic posture			
O	Auxiliary posture			
est	ion # 64: an	d are the same things		
0	Excise and Navigation	Page # 248		
O	Excise and Testing			
0	Excise and Evaluation			
O	All of the given			
e e	xcise, or something close	nportant thing to realize about navigation is that, in almost all cases, it represents to it. ICI specialist, he believes that usability testing works for		
2	Software products			
0	Hardware products			
0	All products	PG # 273		
Э	Consumer products			
est	tion # 66: Version nur	nbers should not give on the of website since it does not attract users.		
O C	Home page			
O		PG # 302		
0	Default page			
O .	Browser			
	est est	Sovereign posture Transient, posture Daemonic posture Auxiliary posture Excise and Navigation Excise and Evaluation All of the given Excise dearlier, the most interesting close Estion # 65: Ali is an Heaville Software products Hardware products All products Consumer products Extion # 66: Version number of the page Main page Default page		

Question # 67: When we tell our word processor to print a document, it doesn't tell us when the paper supply is low, or when forty other documents are queued up before us because software lack the following characteristics.

- Considerate software is deferential
- Considerate software is forthcoming
 PG # 332
- Considerate software takes an interest
- Considerate software anticipates needs

Question # 68: Problem Solving, planning, reasoning and decision-making are all cognitive involving

- Experiential cognition
- Reflective cognition

PG # 88

- Simple cognition
- Complex cognition

Question # 69: Ethnography is a method that comes originally from anthropology and literally means

Writing the culture

Page # 173

- Social issues
- Ethical issues
- o Ethics

Ethnography is a method that comes originally from anthropology and literally means "writing the culture".

Question # 70: What are the three types of reasoning?

- o Deductive, Productive and Inductive
- o Abdicative, Inductive and Deductive Page # 89
- o Inductive, Abdicative and Reproductive
- o Productive, Reproductive and Deductive

Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

Qı	Question # 71: Which of the following is not one of the goals of HCI?				
	0	To produce usable systems			
	0	To produce safe systems			
	0	To produce non-functional systems Page # 30			
	0	To improve effectiveness of the systems			
	_	pals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be arized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems			
		tion # 72: Web designers use the termto describes the set of navigation elements that appear ery page of a site.			
	0	Address Navigation			
	0	Penitent navigation or global navigation page # 287			
	0	Both above			
	0	None			
		designers use the term <i>penitent navigation</i> (or <i>global navigation</i>) to describe the set of navigation elements that on every page of a site.			
Qı	ues	tion # 73: The human eye has approximatelyrods andcones per eye			
	0	120 million , 6 million Page # 56			
	0	190 million , 3 billion			
	0	150 billion , 6 million			
	0	None of the given			
Th	<mark>ie hi</mark>	ıman eye has approximately 120 million rods 6 million cones per eye			

Que	st	ion # 74: Which of the following is considered as the most complex species?
0		Humans Page # 18
0		Computers
0		Animals
0		Birds
Hum earth		beings are the most interesting and fascinating specie on planet. They are the most complex living being on the
Que called		tion # 75: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are
0		Quality Page # 40 also visit this link click here for more detail
0		Effectiveness
0		Standard
0		Quantity
Quali	ity	v is essential in all we do and particularly in our chosen field of work. v has been defined by the International Standards Organization (ISO) as: eality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.
Que	st	ion # 76: Which of the following is not true regarding "cones"?
0		A type of receptor in eye
0		more sensitive to light Page # 56
0		different types of cones are sensitive to different wavelengths of light
0		eye has approximately 6 million cones
Cone		
more	li	are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate ght. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision.
The e	ey	e has approximately 6 million cones, mainly concentrated on the fovea.

Question # 77: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered Page # 21
- Human-computer interface specialists are system-centered and software engineers are user-centered
- o Human-computer interface specialists and software engineers, both are system-centered.
- o Human-computer interface specialists and software engineers, both are user-centered.

Software Engineering and HCI

There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.

Question # 78: Which of the following is not true?

- o Utility refers to the functionality of a system
- Usability is concerned with adding complexity to the system
 page # 30
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

Question # 79: Formal methods are used to represent

- Architecture aspects of software systems only
- o Procedural aspects of software systems only
- o Both Architecture and procedural aspects of software systems Page # 21
- None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

Qι	ıest	ion # 80: Which interface s	system is based on the question / answer dialogue?
	0	Command Line Interfaces	
	0	Query interfaces	Page # 127 and 128
	0	Menus	
	0	Natural Language Interfaces	
Qı	uest	tion # 81: Choice of operati	ons and services are offered on the screen through
	0	Pointers	
	0	Toolbars	
	0	Menus	Page # 131
	0	None of the given	
A	men	u presents a choice of operatio	ns or services that can be performed by the system at a given time.
Qι	uest	ion # 82: What will be the	gulf of execution if the user is able to formulate and perform the actions easily;
	0	Smaller	Page # 122
	0	Greater	
	0	Balanced	
	0	None of the Given	
Qι	uest	ion # 83: Form-filling inter	faces are used for
	0	data entry Page #	128
	0	data integration	
	0	data manipulation	
	0	data definition	
Fo	rm-f	illing interfaces are used prima	arily for data entry but can be useful in data retrieval applications.

Question # 84: Which of the following is flaw in waterfall model?

o requirements change overtime

Page # 150

- o maintenance can not be possible at the end
- o testing should be done before requirements gathering
- All at the given

Flaws of waterfall model

One of the main flaws with this approach is that requirements change over time.

Question # 85: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- Only A Page # 143
- o Only C
- o A and D
- o B and C

we can understand The nature of usability in two aspects

- Strategic
- Tactical

Question # 86: Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- o Task
- o Core

Page # 123

- o Both
- None of the above

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.

Questi	ion # 87: User and	I system has its own unique language the language used by the system is called
0	Core	Page # 123
0 7	Task	
0 l	Both	
0 1	None of the above	
The syst	stem's language is ref	erred as the core language and the user's language is referred as the task language
Questi	ion # 88: Which o	of the following is used to toggle between two states?
0 0	check boxes	
0	Radio buttons	Page # 133
0 7	Toolbars	
0 1	menus	
	Buttons s can also be used to to	oggle between two states
Questi	ion # 89: Which o	of the following is a text entry device?
0	Keyboard Pag	ge # <mark>110</mark>
0 1	mouse	
0 1	monitor	
o t	touch pad	
Keyboar	ard The most common	re many text entry devices as given below: n method of entering information into the computer is through a locard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards, Phone pad and T9

Question # 90: "Mistakes" and "Slips" are two forms of				
	0	Errors	Page # 100	
	0	goals		
	0	evaluation		
	0	objectives		
Th	ere	are various types of errors. No	orman has categorized them into two main types, slips and mistakes:	
Qı	ıes	tion # 91: The	model should match the model.	
	0	User, conceptual		
	0	Conceptual, mental	Page # 94 <u>Click here for more Detail</u>	
	0	Mental, central		
	0	Conceptual, central		
Qı	ıes	tion # 92: Which of the fol	llowing is/are aspect(s) of human action?	
	0	execution and evaluation	Page # 99	
	0	evaluation and efficiency		
	0	efficiency and execution		
	0	efficiency		
Ex	ecu	n action has two aspects, exection: involves doing somethin ation: is the comparison of wh		

Question # 93: Building things from user's perspective is called

- o Functionality
- Usability

page # 31

- Portability
- None of the given

Usability goals

To recap, usability in generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable from user perspective.

Question # 94: Certain factors that help us to interact with graphical based systems

- o Indirect manipulation
- Direct manipulation

Page # 86

- Both
- None of the given

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question # 95: The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- o True
- o False

Page # 256

Hence the way people carry out an activity (e.g., preparing a report) in the real world is very different from how it may be observed in a laboratory.

Ques	Question # 96: What is a semantic network?			
0	A model of long-te	erm memory Page # 82		
0	A record of our me	emory of events		
0	The part of the brai	in which allows us to remember things		
0	A mechanism for in	mproving memory		
	term memory structure two types of long	cture g-term memory: episodic memory and semantic memory.		
		is like the building name for a website.		
0	Site ID	Page # 287		
0	Navigation			
0	Section			
0	None of the given			
Ques	stion # 98:	is like the building name for a website.		
0	Site ID or logo	Page # 287		
0	Subsections			
0	Windows			
0	None			
Ques	stion # 99: tly plague the develo	is a powerful, multipurpose design tool that helps overcome several problems that opment of digital products.		
0	Scenario			
0	Persona	Page # 187		
0	Prototype			
0	None			
	The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.			

Question # 100: The difference between the intentions and allowable actions is the:					
0	Gulf of Execution	Page # 103			
0	Gulf of Evaluation				
0	Both of the above options				
0	None of these				
The di	fference between the intentions an	nd allowable actions is the gulf of execution.			
Ques	tion # 101: Attention is the pro	ocess of selecting things to concentrate on, at a point in time, from the range of			
0	Possibilities available	Page # 76			
0	Time Available				
0	None of these				
Attent:	ion is the process of selecting thin	gs to concentrate on, at a point in time, from the range of possibilities			
availal	<mark>ole.</mark>				
Ques	tion # 102: The goals of HCI a	are:			
0	Usability and User Experience	Page # 30			
0	Learn ability and Comfort				
0	Tasks and Goals				
0	All of the above options				
Ques	tion # 103: WYSIWYG stands	s for			
0	Where you see is where you get				
0	What you see is what you get	Page # 36			
0	When you see it when you get				
WYSI	WYG (what you see is what you	<mark>i get)</mark>			

Qu	Question # 104: is proportional to the amplitude of the sound.			
	0	Pitch		
	0	Loudness Page # 70		
	0	Timber		
	0	None of the given		
Loi	udne	ess is proportional to the amplitude of the sound; the frequency remains constant		
Qu goa		cion # 105: Which of the given statements correctly defines effectiveness in terms of one of the usability		
	0	It is a very general goal and refers to how good a system at doing what it is suppose to do. Page # 31		
	0	It refers to the way a system supports users in carrying out their tasks.		
	0	It involves protecting the users from dangerous conditions		
	0	It involves protecting the users from undesired situations		
Eff	ecti	veness: It is a very general goal and refers to how good a system at doing what it is suppose to do.		
Qu	est	cion # 106: Which of the given statements correctly defines efficiency in terms of one of the usability goals?		
	0	It is a very general goal and refers to how good a system at doing what it is suppose to do.		
	0	It refers to the way a system supports users in carrying out their tasks. Page # 31		
	0	It involves protecting the users from dangerous conditions		
	0	It involves protecting the users from undesired situations		
Eff	icie	ncy: It refers to the way a system supports users in carrying out their tasks.		

Question # 107: While there can be wide variations in where and how you conduct usability test, every usability test shares:	
o Two Characteristics	
Three Characteristics	
○ Five Characteristics Page # 270	
Seven Characteristics	
What is Usability Testing? While there can be wide varietions in where and how you conduct a vashility test every yeahility test shares these five	_
While there can be wide variations in where and how you conduct a usability test, every usability test shares these five characteristics:	е
1. The primary goal is to improve the usability of a product. For each test, you also have more specific goals and	
concerns that you articulate when planning the test.	
2. The participants represent real users.	
3. The participants do real tasks.	
4. You observe and record what participants do and say.	
5. You analyze the data, diagnose the real problems, and recommend changes to fix those problems.	
Question # 108: Which of the following is the comparison of what happened in the world with what we wanted thappen?	Ю
o Action	
o Evaluation Page # 99	
 Execution 	
 None of these 	
Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something. Evaluation is the comparison of what happened in the world with what we wanted to happen.	
Question # 109: Research can tell you about what, how, many and why in rich, multivariate detail.	
o Quantitative	
O Qualitative Page # 166	
o SME	
 None of these 	
Qualitative research can tell you about what, how and why in rich, multivariate detail.	

Question # 110: Usability testing works for				
0		Software products		
0		Hardware products		
0		All products	Page # 273	
0		None of the given		
			roducts: If you read the literature on usability testing, you might think that it is sonal computers. Not so. Usability testing works for all types of products.	
		ion # 111: Transactional applications.	sites that are used for a significant part of an employee's job should be considered	
0		Sovereign .	Page # 30	
0		Transient	22 (3 (2 (2 (2 (2 (2 (2 (2 (2 (
0		Temporary		
0		None of the given		
Trans applic			r a significant part of an employee's job should be considered full sovereign	
Ques	st	ion # 112: "What site is	this", Statement represents	
0		Folder		
0		Site ID	Page # 296	
0		Scroll bar		
0		None of the given		
W	ha	at site is this? (Site ID)		

Question # 113: is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.		
Pu	0	Co discovery
	0	Active intervention Page # 276
	0	Trunk test
	0	None of the given
		intervention is a technique in which a member of the test team sits in the room with the participant and actively the participant's understanding of whatever is being tested.
		ion # 114: is needed to check that users can use the product and like it.
	0	Coding
	0	Evaluation Page # 256
	0	Guideline
	0	None of the given
Ev	alua	ion is needed to check that users can use the product and like it.
Qu as		ion # 115: Evaluations done during design to check that product continues to meet user's needs are known evaluation.
	0	Formative Page # 258
	0	Summative
	0	Relative
	0	None of the given
		ions done during design to check that the product continues to meet users' needs are known as formative ions.

Question # 116: is the extra work that satisfies the needs to achieve our objective.				
0	Evaluation			
0	Excise	Page # 245		
0	Testing			
0	None of the given			
Exciso object		hat satisfies either the needs of o	our tools or those of outside agents as we try to achieve our	
	stion # 117: In D chniques.	DECIDE frame work	comes just after choosing the evaluation paradigm	
0	Deciding about etl	nical issues		
0	Exploring the que	stions		
0	Identifying the p	ractical issues page #	264	
0	None of the given			
 Exj Cho Ide Dec 	 Determine the overall <i>goals</i> that the evaluation addresses. Explore the specific <i>questions</i> to be answered. Choose the <i>evaluation paradigm</i> and <i>techniques</i> to answer the questions. Identify the <i>practical issues</i> that must be addressed, such as selecting participants. Decide how to deal with the <i>ethical issues</i>. Evaluate, interpret, and present the <i>data</i>. 			
Ques	stion # 118: In D	DECIDE framework choosing th	e evaluation comes just after	
0	Deciding about etl	nical issues		
0	Exploring the que	stions		
0	Identifying the p	ractical issues pag	e # 264	
0	None of the given			

Question # 119: Number of keystrokes is the type of work.			
o Logical			
o Mnemonic			
o Physical Page # 212			
o Structural			
hysical/motor work — number of keystrokes, degree of mouse movement, use of gestures (click, drag, double-click), witching between input modes, extent of required navigation.			
uestion # 120: has a goal of assessing whether the product works according to its specifications.			
o Trunk Test			
O Quality assurance Page # 270			
o Both above			
o None of the above			
puality assurance or function test, which has a goal of assessing whether the product works according to its pecifications.			
uestion # 121: In usability test, which is a technique from given below options, in which you have two articipants work together to perform the tasks.			
o Active Intervention			
O Co-Discovery Page # 276			
o Trunk test			
o None of the given			
o-discovery is a technique in which you have two participants work together to perform the tasks (Kennedy, 1989). ou encourage the participants to talk to each other as they work.			

	Question # 122: Information sites with daily-updated information will naturally attract users more than a monthly-updated site.			
	0	Repeat	Page # 229	
	0	Infrequent		
	0	Nonuser		
	0	None of the given		
Int	orn	national sites with daily-update	d information will naturally attract repeat users more than a monthly-updated site.	
Quis	ues	tion # 123: If the user requi	ires access via a navigational portal relatively infrequently, the appropriate posture	
	0	Sovereign		
	0	Transient	Page # 231	
	0	Temporary		
	0	None of the given		
			controls and getting out of the way.	
			er's interaction with a program dominates his session at the computer, te as much screen real estate as possible.	
	0	Transient		
	0	Auxiliary		
	0	Sovereign	Page # 222	
	0	Daemonic		
		se the user's interaction with a said to take as much screen real	sovereign program dominates his session at the computer, the program shouldn't estate as possible.	

Question # 125: is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.		
0	Co-discovery Co-discovery	
0	Active intervention Page # 276	
0	Splendid research	
0	None of the given	
	ntervention is particularly useful early in design. It is an excellent technique to use with prototypes, because it is a wealth of diagnostic information.	
	on # 126: To make an appointment you need to see a calendar and possibly contacts you might incorporate together, due to	
0	Form factor Page # 206	
0	Input method	
0	View	
0	None of the given	
	imple, to make an appointment, you need to see a calendar and possibly contacts), you might consider defining that incorporates all these together, assuming the form factor allows it.	
Ques	on # 127: Global Navigation system is also called	
0	Site ID	
0	Persistent Navigation	
0	Both	
0	None Page # 287	
	signers use the term <i>penitent navigation</i> (or <i>global navigation</i>) to describe the set of navigation elements that on every page of a site.	

	Question # 128:applications are great platforms for creating an environment rich, in visual feedback for the user.			
	0	Sovereign	Page # 222	
	0	Transient		
	0	Auxiliary		
	0	Daemonic		
So	vere	eign applications are g	reat platforms for creating an environment rich in visual feedback for the user.	
Qι	ıes	tion # 129: Overv	iews serve a similar purpose to in an interface.	
	0	Navigation		
	0	Excise		
	0	Signposts	Page # 253	
	0	None of the given		
Pr	ovid	l <mark>e overviews:</mark> Overvi	ews serve a similar purpose to signposts in an interface: They help to orient the user.	
Qι	ıes	tion # 130: Panes	frames and other containers on screen is a kind of	
	0	Functional and dat	a elements Page # 206	
	0	View		
	0	Input method		
	0	None of the given		

Question # 131: This is not a characteristic of usability test?
The primary goal is to improve usability
o The participants do not represent real users Page # 270
Observe and record what participants do and say
o None of the given
five characteristics: 1. The primary goal is to improve the usability of a product. For each test, you also have more specific goals and concerns that you articulate when planning the test. 2. The participants represent real users. 3. The participants do real tasks. 4. You observe and record what participants do and say. 5. You analyze the data, diagnose the real problems, and recommend changes to fix those problems. Question # 132: Figuring out where you are "on the web is called • Web Designing • Web Navigation • PG # 284 • Both above • none
The term "Web navigation" even though we never talk about "department store navigation" or "library navigation." If you
Look up <i>navigation</i> in a dictionary, it's about doing two things: getting from one place to another, and figuring out where you are.
Question # 133: Desktop applications fit into categories of posture. o Two
o Four Page # 220
o Five
o Three
Desktop applications fit into four categories of posture: sovereign, transient, daemonic, and auxiliary.

Qı	Question # 134: Navigation represents excise except in				
	0	Web			
	0	Games	Page # 248		
	0	Windows			
	0	Menus			
Qı	ues	tion # 135:	_is an early release of a product to a few users.		
	0	Surveys			
	0	Beta test	Page # 271		
	0	Focus			
	0	None of the above			
A	typi	cal beta test (field test, cli	nical trial, user acceptance test) is an early release of a product to a few users.		
		tion # 136:of possibilities available.	is the process of selecting things to concentrate on, at a point in time, from the		
	0	Perception and recogniti	on		
	0	Attention	Page # 76		
	0	Learning			
	0	None of these			
	tent ailal		ting things to concentrate on, at a point in time, from the range of possibilities		

Quest	tion # 137: Name of the document should be shown on the application's
0	Menu bar
0	Title bar Page # 326
0	Title bar and menu bar
0	Not Title bar and not menu bar
	g and renaming the document me of the document should be shown on the application's title bar.
	tion # 138: Exploring how children talk together in order to see if an innovative new groupware product help them to be more engaged would probably be better informed by a
0	Usability testing
0	Field study Page # 264
0	Predictive evaluation
0	DECIDE framework
	ing how children talk together in order to see if an innovative new groupware product would help them to be ngaged would probably be better informed by a field study.
Quest	tion # 139: is the remarkable facility that lets us reverse a previous action.
0	Redo
0	Undo Page # 310
0	Repeat
0	Delete
Undo i	s the remarkable facility that lets us reverse a previous action.

Ques keep.	stion # 140:	is not like other pages; it has different burdens to bear, different promises to
0	Homepage	Page # 287
0	Form	
0	Navigation bar	
0	Sections	
The H	Iome page is not like the oth	ner pages—it has different burdens to bear, different promises to keep.
Ques		_ suggests identifying goals and questions first before selecting techniques for the
0	RVM model	
0	DECIDE framework	Page # 367
0	Usability testing	
0	Field study	
The D	ECIDE framework suggests	s identifying goals and questions first before selecting techniques for the study
Ques	stion # 142: Convention	al wisdom says that tell the user when he has made some mistake.
0	Program crash	
0	System stuck	
0	Error messages	Page # 382
0	Metadata	
Conve	entional wisdom says that e	rror messages tell the user when he has made some mistake.

Ques	ion # 143: HCI deals with		
0	Design of interactive system only		
0	Evaluation of interactive system only		
0	Implementation of interactive system only		
0	All of the given choices Click Here For More Detail		
_	ion # 144: frequent your primary personas access the site, transient a stance needs to take (respectively).		
0	More, Less		
0	Less, more Page # 230		
0	Less, less		
0	None of the given		
The lead	s frequently your primary personas access the site, the more transient a stance the site needs to take. In an ational site, this manifests itself in terms of ease and clarity of navigation.		
	ion # 145: Design of user interfaces does not entirely aesthetic concerns, but rather it places oncerns within the constraints of a Framework.		
0	Include, Functional		
0	Exclude, Functional Page # 343		
0	Include, Non-Functional		
0	Exclude, Non-Functional		
Design	Design and Visual Interface Design of user interfaces does not entirely exclude aesthetic concerns, but rather it places such' concerns within the ents of a functional framework.		

Que calle		ion # 146: When you engaged in a conversation you are more attentive what the other person is saying. It is
(0	Focused Attention Page # 78
()	Voluntary Attention
C)	Involuntary attention
C)	Divided Attention
		d Attention ample, when engaged in a conversation it is usual to attend to what the other person is saying.
Que	est	ion # 147: Drive a vehicle while holding a conversation with a passenger is the example of
C	2	Focused Attention
()	Voluntary Attention
()	Involuntary attention
C)	Divided Attention Page # 78
As v to ta divid	ve llk ded	d Attention said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to is doing. When we attempt to attend to mire than one thing at a time, as in the above example, it is called attention. Another example that is often used to illustrate this intentional phenomenon is being able to drive colding a conversation with a passenger.
Que	est	ion # 148: minimize errors.
(C	Affordance
C	0	Visibility
C)	Constraints Page # 106
	2	Affordance and Visibility

Constraints, on the other hand, are the *inverse* of affordances. They limit the way an object can be used. Constraints can be used to avoid usage **errors or minimize** the information to be remembered.

Question # 149:		are dragged down from the title at the top of the screen.
0	Pull Down Menus	Page # 132
0	Main Menus	
0	Icons	
0	Buttons	
	lown menus are dragged ea and pressing the button	down from the title at the top of the screen, by moving the mouse pointer into the title
	stion # 150: boxes and pushbuttons.	aspect (s) gives us hints and tips about using and creating user interface idioms, like
0	Efficient	
0	Strategic	CELEVA STATE OF THE STATE OF TH
0	Tactical	Page # 143
0	Reliable	
	cal aspects give us hints a uttons.	and tips about using and creating user interface idioms, like dialog boxes and
Ques	stion # 151: The Usab	ility Engineering lifecycle was proposed by
0	Hartson	
0	Webster	
0	Barry Boehm	
0	Deborah Mayhew	Page # 153
The U	sability Engineering lifec	cycle was proposed by Deborah Mayhew in 1999.

	tion # 152: Ali is looking at how interface designers went about their work. He identified two differents of activity: one is and other is
0	Analytic mode, synthetic mode Page # 153
0	Evaluation mode, testing mode
0	Analyze mode, feedback mode
0	Implementation mode, task mode
Two d	lifferent modes of activity: analytic mode and synthetic mode.
Ques	tion # 153: The is a concrete expression of the more abstract structure of the site.
0	Skeleton Page # 306
0	Scope
0	Strategy
0	Structure
The sk	xeleton is a concrete expression of the more abstract structure of the site.
	tion # 154: Beneath the surface is the of the site: the placement of buttons, tabs, photos, and s of text.
0	Surface
0	Structure
0	Skeleton Page # 306
0	Scope
Benea	th that surface is the skeleton of the site: the placement of buttons, tabs, photos, and blocks of text.

		ion # 155:specific operations.	_ are individual and isolated regions within display that can be selected by the user to	
0		Buttons	Page # 133	
0		Pointers		
0		Menus		
0		Windows		
Butto	ns	are individual and isol	ated regions within display that can be selected by the user to invoke specific operations.	
Ques	st	ion # 156: The	function came into being as the result of the implementation model for undo.	
0		Redo	Page # 314	
0		Undo		
0		Repeat		
0		Delete		
The re	ed	o function came into be	eing as the result of the implementation model for undo	
Ques This a			of software projects exceed their cost estimates. The top four reasons for	
		quent requests for chang	ges from users	
B-O	ve	rlooked tasks		
	C- Users' lack of understanding of their own requirements			
D– In	SU	ifficient user-analyst co	mmunication and understanding	
0		Only A		
0		Only B		
0		Only D		
0		ABC&D	Page # 27	
			cts exceed their cost estimates. The top four reasons for	
this a			s from usora	
		<mark>ent requests for change</mark> ooked tasks	s Holli users	
			of their own requirements	
			munication and understanding	

Ques lookin	tion # 158 g for	3:of the potential sales from a site are lost because people cannot find the item they are
0	50%	Page # 141
0	40%	
0	30%	
0	10%	
50% o	of the potentia	al sales from a site are lost because people cannot find the item they are looking for
Ques	tion # 159	: Human eye is very sensitive to
0	Air	
0	Smoke	
0	Light	Page # 55 and 56
0	Sand	
Ques	tion # 160	: Top of the web page contain the
0	Menu	
0	Title bar	PG # 10
0	Home icon	
0	Back button	
		: If the user wants to place the document somewhere in the file system hierarchy, he action from the menu.
0	Explicitly	Page # 327
0	Implicitly	
0	Habitually	
0	Properly	
	user wants to he menu.	explicitly place the document somewhere in the file system hierarchy, he can request this function

	stion # 162: bserve at the same time.	is the least technical way of collecting	ng data, but it can be difficult and tiring to write
0	Audio recording		
0	Taking notes	Page # 365	
0	Observation		
0	Video		
Takin same		nical way of collecting data, but it can b	e difficult and tiring to write and observe at the
Ques the pa		age within a site should contain a brief _	that accurately describes the content of
0	Site ID	Page # 287	
0	Header		
0	Local Navigation		
0	Search button		
Ques	stion # 164: What is	the fifth step in defining the requiremen	ts with respect to persona based design?
0	Brainstorming		
0	Identifying persona ex	pectations.	
0	Constructing the conte	xt scenario	
0	Identifying needs	Page # 200	
 Cree Bra Ide Co 	collowing five steps compating problem and vision instorming ntifying persona expectanstructing the context scantifying needs	n statement tions	

Qu	es	tion # 165: You can load a	a VCR tape the right way because of	
	0	Physical constraints	Page # 106	
	0	Logical constraints		
	0	Cultural constraints		
	0	None of these		
exa	np	<mark>le, the way a external disk car</mark>	straints refer to the way physical objects in be placed into a disk drive is physically cikewise, keys on a pad can usually be pr	constrained by its shape and size, so that
Qu	est	tion # 166:	are unintentional while	occur through conscious deliberation.
	0	Slips, mistakes	Page # 100	
	0	Errors, slips		
	0	Mistakes, errors		
	0	Mistakes, slips		
_	s a	* 11	en by accident, such as making typos by est frequent errors are slips, especially in	pressing the wrong key or selecting wrong well-learned behavior.
Mis				
exa	np	le, trying to throw the icon of	deliberation. An incorrect action is take the hard disk into the wastebasket, in the histake. A menu option to erase the disk in	e desktop metaphor, as a way of removing
Que			ain strength of the Problem Space Frame	work as a model of human problem
	0	It operates within the const	traints of the human processing system	Page # 91
	0	It explains what is involved i	in insight	
	0	It allows ill-defined problem	s to be solved	
	0	None of these		
		ence: here for more detail		

Ques	tion # 168:	Patterns can be applied at the conceptual level.
0	Postural	Page # 217
0	Structural	
0	Behavioral	
0	Mnemonic	
Posturuser.	al patterns can be a	applied at the conceptual level and help determine the overall product stance in relation to the
Ques		er a short period of time, we find it easier to remember the string of numbers "404 894 6743"
0	Numbers are easi	er to remember than arbitrary characters.
0	The grouping of	the numbers is significant
0	Ten numbers is no	ot that many to have to remember from working memory.
0	None of these	
Ques	tion # 170:	involves watching and listening to users.
0	Observation	Page # 361
0	Evaluation	
0	Qualitative resear	rch
0	Interaction	
Obser	vation involves wa	tching and listening to users.
		CONTRACTOR OF THE PROPERTY OF

Question # 171: The established standard suite of ______ for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog. OS management File management Page # 325 Data management Application management The established standard suite of file management for most applications consists of the Save As dialog, the Save Changes dialog, and the Open File dialog. Question # 172: Explanatory undo is, generally, a much more pleasant feature than _ Single Undo Multiple undo **Blind undo** Page # 312 Incremental Undo Explanatory undo is, generally, a much more pleasant feature than blind undo. Question # 173: Browser Title always contains the word ' Home Page # 300 Default Error Browser Browser Title always contains the word 'Home' 🕮 AlwaysOn Home - Microsoft Internet Explorer Edit Favorites 🔎 Search 🤸 Favorites 🛮 🔗

Que of lea	arr		
C		lse Page # 176	
Cont	tex in	Il inquiry: Contextual inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of bserving and asking questions of the users as if she is the master craftsman and he interviews the new	
Que	st	# 175: Roughly percent of the male population has some degree of color blindness.	
С)	Page # 358	
C)		
C)		
С)		
		te attention to color impairment. Roughly ten percent of the male population has some degree of color	
	st	# 176: The persona is not an actual user of the product, but is indirectly affected by it and its use refers persona	
С)	mary	
С)	condary	
С)	rved Page # 159	
C)	gative	
Serve	ed:	e persona is not an actual user of the product, but is indirectly affected by it and its use	

Ques	tion # 177: Which of the following is not a secondary color?
0	Green
0	Orange
0	Purple
0	Blue Page # 63
Secon	dary Colors: These are the colors formed by mixing the primary colors. SECONDARY COLORS Green, orange and purple
Ques	tion # 178: Which of the following requires less cognitive effort than others?
0	Listening Page # 87
0	Speaking
0	Hearing
0	None of the given
Listen	ing require less cognitive effort than reading or speaking.
	tion # 179: We are deficient in our development, not in our development ctively).
0	Process, Tools Page # 23
0	Tools, Process
0	Tools, Methodology
0	None of these
We ar	e deficient in our development process, not in our development tools.

Question # 180: The command line interface is used because:
It is easy to understand
o It is demanded by DOS
o It is offered by UNIX systems
o It is powerful and flexible Page # 127
Command line interface are powerful in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. They are also flexible: the command often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.
Question # 181: Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?
O Psychology Page # 43
 Sociology
o Statistics
o Computer Science
Psychology is concerned primarily with understanding human behavior and the mental processes that underlie it.
Question # 182: plays a role to bridge up the gape between the interfaces of machines and human understanding.
o Human
o Computer
O Human Computer Interaction Page # 14
o None of these
HCI plays a role to bridge up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.
soon in the previous examples.

Oues	stion # 183: The p	persona's needs are sufficiently unique to require a distinct interface form and behavior is
	type of Per	
0	Primary	Page # 159
		Tage // 107
0	Secondary	
0	Supplement	
0	Negative	
Prime	arv: the nersong's ne	eeds are sufficiently unique to require a distinct interface form and behavior
Ques		is usually a collection of icons those are reminiscent of the purpose of the various
0	Button	
0	Pointer	
0	Palette	Page # 133
0	Title bar	
A pal	ette is usually a collec	ction of icons that are reminiscent of the purpose of the various modes.
		product is new then time is usually invested in market research.
Ques	1001 # 100. II tile	product is new then time is usually invested in market research.
0	Less	
0	Moderate	
0	More	
0	None of the given	PG # 257
If the	product is new, then o	considerable time is usually invested in market research.

Qı	ues	tion # 186: During	phase, usage and workflow patterns discovered through
	0	Modeling, analysis	Page # 159
	0	Analysis, modeling	
	0	Testing, modeling	
	0	Testing, Analysis	
			ase, usage and workflow patterns discovered through analysis of the field ed into domain and user models.
Qı	ues	tion # 187: The Star lifecyc	ele was proposed by
	0	Deborah Mayhew	
	0	Webster	TOWN TO THE PARTY OF THE PARTY
	0	Barry Boehm	
	0	Hartson Page	e # 152
In	198	0 1 0 10 1 11	and the Harrison and Hilling
_		9, the Star lifecycle model was	proposed by Hartson and Hix.
			l is basically a model in which each step must be completed before the
		tion # 188: Waterfall mode	
		tion # 188: Waterfall mode tep can be started.	
	xt st	tion # 188: Waterfall mode tep can be started. Incremental	l is basically a model in which each step must be completed before the
	o o	tion # 188: Waterfall mode tep can be started. Incremental Linear	l is basically a model in which each step must be completed before the
Th	o o o o o o o o o o o o o o o o o o o	tion # 188: Waterfall mode tep can be started. Incremental Linear Iterative Analytical aterfall lifecycle was the first n	l is basically a model in which each step must be completed before the

Quest	tion # 189: represents the Early-phase of ethnographic interviews.
0	Clarify user roles and behaviors
0	Confirm patterns of use
0	Clarifying questions
0	Focused on domain knowledge Page # 181
• Focus	phase pratory sed on domain knowledge -ended questions
Quest	tion # 190: There can only be one persona per interface for a product.
0	Primary Page # 196
0	Secondary
0	Supplemental
0	Customer
	y personas represent the primary target for the design of an interface. There can be only one primary persona per ce for a product.
Quest	tion # 191: What are the most common things you do with the product is a type of
0	Goal-oriented question.
0	System-oriented question. Page # 182
0	Workflow-oriented question.
0	Attitude-oriented question.
	on: What are the most common things you do with the product?

Ques	Question # 192: Goal-oriented context scenarios are task-oriented than key path Scenario.				
0	Less	Page # 208			
0	Alike				
0	More		************************************		
0	None of the given				
<u>Unlik</u>	e the goal-oriented cont	ext scenarios, key path scenarios are	e more task-oriented;		
Ques	stion # 193:	represent the user's expectations	of the tangible outcomes of using a specific product.		
0	Non-user goals				
0	End goals	Page # 192			
0	Experience goals				
0	Life goals				
End g	oals represent the user's	s expectations of the tangible outcome	nes of using specific product.		
Ques	stion # 194: The	phase sets the stage for the cor	e of the design effort.		
0	Requirement definiti	ion Page # 205	ACES 41146-761340		
0	Modeling				
0	Implementation				
0	None of the given				
		phase sets the stage for the core of	the design effort: defining the interaction framework		
of the	product.				

Ques	Question # 195: If the product is new then time is usually invested in market research.				
0	Less				
0	Less				
0	More				
0	None of the given Page # 257				
If the p	oduct is new, then considerable time is usually invested in market research.				
Ques	on # 196: What is the fourth step in defining the requirements with respect to persona-based design?				
0	Creating problem and vision statement				
0	Brainstorming				
0	Identifying persona expectations				
0	Constructing the context scenario Page # 200				
 Crea Brai Ider Cor 	owing five steps comprise this process: ing problem and vision statement storming ifying persona expectations tructing the context scenario ifying needs				
	Question # 197: Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are posture application.				
0	Transient				
0	Sovereign Page # 220				
0	Auxiliary				
0	None of the given				
Progra	gn posture as that are best used full-screen, monopolizing the user's attention for long periods of time, are sovereign application.				

Ques	stion # 198: Wi	nat is the second step in defining the requirements with respect to persona-based design?
0	Brainstorming	Page # 200
0		and vision statement
0	Identifying perso	
0	Constructing the	context scenario
 Cre Bra Idea Cor 	ollowing five steps atting problem and ainstorming ntifying persona expensive time to the content of the conten	pectations_
Ques	stion # 199:	personas address the needs of customers, not end users.
0	Served	
0	Negative	
0	Customer	Page # 197
0	Supplemental	
	mer personas addro dary personas.	ess the needs of customers, not end users. Typically, customer personas are treated like
Ques	stion # 200: Per	sona is not context specific, so it can be reused easily.
0	True	
0	False	Page # 189
– Pers • Canr	nas and reuse sonas context-speci not be reused acros No. 22 Page # 21/6	<mark>s products</mark>

Question # 201: In an email application configuring a new email server is a key path activity.				
0		True		
0		False Page # 207		
		-mail application, for example, viewing and composing mail are key path activities; configuring a new mail is not.		
Que	st	cion # 202: The size and shape of a compact disk, is a type of constraint.		
0		Physical Page # 106		
0		Logical		
0		Cultural		
0		None of these		
Physi disk o	ica ca	al constraints al constraints refer to the way physical objects restrict the movement of things. For example, the way a external n be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one ikewise, keys on a pad can usually be pressed in only one way.		
Que	st	ion # 203: Which of the following device can not be useful for a visually impaired person?		
0		a typical keyboard		
0		a typical monitor		
0		a typical speaker		
0		a typical processor		
Mon	it	ors are useless to the visually impaired or blind person.		
Que	st	cion # 204: The gulf of execution refers to		
0		The user's difficulty in understanding the feedback from the system		
0		The system's difficulty in presenting information in the output language		
0		The system's difficulty in converting an input expression into the correct system state transition		
0		The user's difficulty in formulating and articulating an intention to the system Click Here		

Question # 205: Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?		
(i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv)Satisfaction		
Select correct option:		
o (i) & (ii) Page # 31		
o (i), (ii) & (iv)		
o (ii) & (iii)		
o (ii) & (iv)		
 usability is broken down into the following goals: Effective to use (effectiveness) Efficient to use (efficiency) Safe to use(safety) Have good utility (utility) Easy to learn (learnability) Easy to remember how to use (memorability) 		
Question # 206: Which of the following is not one of the primary colors?		
o Red		
o Yellow		
o Blue		
o Green Page # 62		
Primary Colors In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues PRIMARY COLORS Red, yellow and blue		

Qι	ıes	on # 207: Human beings interact with outside world, using their
	0	nput channels
	0	output channels
	0	sense of sight
	0	All of the given Page # 54
Sig	ght r	n's interaction with the outside world occurs through information being received and sent: input and output. ay be used primarily in receiving information from the computer, but it can also be used to provide information omputer, for example by fixating on a particular screen point when using an eye gaze system.
Qι	ıes	on # 208: Visually impaired persons can interact with outside world using their
	0	Sense of sight
	0	Sense of hearing
	0	Both sense of touch and sense of hearing (Blind Person can interact with sense of touch and hearing)
	0	Sense of touch
Qι	ıes	on # 209: refers to the relationship between controls and their effects in the world.
	0	Visibility
	0	Affordance
	0	Mapping Page # 107
	0	None of the given
Ma	app	g: This refers to the relationship between controls and their effects in the world

		cion # 210: e to do.	is a very general goal of Usability and refers to how good a system at doing what it is
	0	Effectiveness	Page #31
	0	Efficiency	
	0	Utility	
	0	None of the given	
Qι	ıes	cion # 211:	is what goes on in out heads when we carry out our everyday activities?
	0	Cognition	Page # 47
	0	Learnability	
	0	Memorability	
	0	None of the given	AND THE RESIDENCE AND ADDRESS OF THE PERSON
		tion # 212:	_ is the process by which we use the knowledge we have to draw conclusions or infer of interest.
	0	Decision Making	
	0	Reasoning	Page # 89
	0	Problem Solving	
	0	None of the given	
		rent, more useful ways than	search helps us understand the domain, context and constraints of a product in research do.
	0	Qualitative, Quantitative	Page # 167
	0	Quantitative, Qualitative	
	0	Qualitative, Deductive	
	0	None of them	

	Question # 214: In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with			
	0	Paper work and computer	work	
	0	Spatial and temporal organ	nizations	
	0	Organizational memory	Page # 176	
	0	None of these		
		zational memory		
			y way in which things are remembered within an organization. Individuals may keep	
tne	ır o	wn records, or there maybe	local gurus.	
Qι	ıes	tion # 215: Using icons	on the desktop to represent operations is a type of constraint.	
	0	Physical	22Y3 25X11W-121	
	0	Logical		
	0	Cultural	Page # 106	
	0	None of these	5/50488370000000000000000000000000000000000	
Qu use		tion # 216:	is a term used to refer to an attribute of an object that allows people to know how to	
	0	Visibility		
	0	Affordance	Page # 105	
	0	Constraint		
	0	None of these		

Ques	stion # 217:	_ minimize errors.
0	Affordance	
0	Visibility	
0	Constraints	Page # 106
0	None	
		are the <i>inverse</i> of affordances. They limit the way an object can be used. d usage errors or minimize the information to be remembered.
Ques	stion # 218: Models are us	ed in design to:
0	Generate the design	
0	Evaluate the design	
0	Generate and evaluate the	design Click here for more Detail
0	None of the given	
mode	els are used to generate and e	evaluate forecasts and decision alternatives.
Ques		most significant senses for the average person when it comes to interacting with a
0	Sight and hearing	
0	Hearing, touch and smell	
0	Hearing and touch	
0	Sight, hearing and touch	Click here for more Detail
The n	najor senses in human interact	ion are vision, hearing and touch.

Ques	Question # 220: refers to the way a system supports users in carrying out their tasks.				
0		Efficiency	Page # 31		
0		Effectiveness			
0		Utility		PROFESSION STATES	
0		None of the given			
Effici					
It refe	ers	to the way a system su	upports users in carrying out their tasks.		
		on # 221: n the knowledge requir	are GUIs that consists of electronic countrements of users.	erparts to physical objects in the real world	
0		User Interaction Mode	ls		
0		Conceptual Models			
0		Interface Metaphors	Page # 51		
0		None of the given		The second second	
		e metaphors are (these ne knowledge requiren	are GUIs that consists of electronic counterpnents of users.	earts to physical objects in the real world) to	
Ques	sti	on # 222:	_language tends to be grammatical while	language is often Ungrammatical.	
0		Written, spoken	Page # 87	a district the same of the sam	
0		Spoken, written			
0		Verbal, non-verbal			
0		None of the given			
Writte	en	language tends to be g	rammatical while spoken language is often u	ngrammatical.	

Question # 223: Aspec	et gives us hints and tips about using and creating user interface idioms.
o Strategic	
o Tactical	Page # 143
o Operational	
o None of the given c	noices
	o think about user interface idioms – in other words, the way in which the user and the ects give us hints and tips about using and creating user interface idioms, like dialog boxes
	wants to develop an application that incorporates print, audio video media and software ce. Which of the following will help in this regard?
o MS World	
o Worldwide Web	Page # 305
 Television Newspap 	per
 None of the given 	
 pages and applications inco Print Video Audio Software applications 	the Web is in fact a super medium which incorporates all of the above media. Today's we rporate elements of the following media:
Question # 225: Faisal modes of activity: one is	is looking at how interface designers went about their work. He identified two different and other is
o Analytic mode, syr	thetic mode Page # 153
o Evaluation mode, te	sting mode
o Analyze mode, feed	back mode
o Implementation mo	le, task mode
Two different modes of act	vity: analytic mode and synthetic mode.

Ques	stion # 226:	are dragged down from the title at the top of the screen.
0	Pull Down Menus	Page # 132
0	Main Menus	
0	Icons	
0	Buttons	
	lown menus are dragged does and pressing the button.	own from the title at the top of the screen, by moving the mouse pointer into the title
Ques called		engaged in a conversation you are more attentive what the other person is saying. It is
0	Focused Attention	Page # 78
0	Voluntary Attention	
0	Involuntary attention	
0	Divided Attention	
Focus saying		e, when engaged in a conversation it is usual to attend to what the other person is
Ques	stion # 228: Drive a vel	nicle while holding a conversation with a passenger is the example of
0	Focused Attention	
0	Voluntary Attention	
0	Involuntary attention	
0	Divided Attention	Page # 78
Divid	ed Attention	
to tall divide	to is doing. When we atte	carrying on the conversation while intermittently observing what the person we want mpt to attend to mire than one thing at a time, as in the above example, it is called ple that is often used to illustrate this intentional phenomenon is being able to drive vith a passenger.

Question # 229: GOMS stands for:				
	0	Goals operation methods	and selection rules	Page # 50
	0	Goals objects models and s	election rules	
	0	Goals operations methods a	and state rules	
	0	Goals operations models ar	nd state rules	
Qι	ıest	stion # 230: Which of the	following is/are the main	component(s) of color?
	0	Hue		
	0	Intensity		
	0	Saturation		
	0	All of the given	Page # 59	
Hue: Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person. Intensity: Intensity is the brightness of the color. Saturation: Saturation is the amount of whiteness in the colors. Question # 231: is a Usability Goal and refers to how easy a system is to remember how to use, once learned.				
	0	Learnability		
	0	Memorability	Page # 32	
	0	Utility		
	0	None of the given		
		orability: It refers to how easteractive systems that are use		er how to use, once learned. This is especially important

	Question # 232: A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of Design Principle.				
	0	Visibility			
	0	Affordance	Page # 105		
	0	Mapping			
	0	None of the given			
			an attribute of an object that allows people to know how to use it. For example, a way it is physically constrained in its plastic shell.		
Question # 233: Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?					
	0	Redo	TOWN TO SERVICE MARKET THE PARTY OF THE PART		
	0	Archiving	PG # 321		
	0	Undo			
	0	Milestoning			
		tion # 234: If you want to er of visitors, which of the follo	find out whether adding a bulletin board to an ecommerce websites increases the owing analysis will help?		
	0	Qualitative			
	0	Evaluative	Page # 367		
	0	Quantitative			
	0	Scientific			
Question # 235: When you try to log on yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?					
	0	Alerts			
	0	Confirmation			
	0	Feedback			
	0	Delete.			

	Question # 236: With the help ofModel, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system.				
	0	GOMS PG # 50			
	0	Human Processor model			
	0	Quantum model			
	0	Quality Model			
_		tion # 237:is an iterative process that is best performed with a small, collaborative group of one or eration designers and a visual or industrial designer.			
	0	Defining functional and data elements			
	0	Determining functional groups and hierarchy			
	0	Sketching the interaction framework Page # 207			
	0	Constructing key path scenarios			
Sketching the framework is an iterative process that is best performed with a small, collaborative group of one or two interaction designers and a visual or industrial designer. Question # 238: Physical objects are said to haveaffordance.					
	0	Real Page # 105			
	0	Perceived			
	0	Logical			
	0	Intuitive			
	ysic rnec	al objects are said to have real affordances, like grasping, that are perceptually obvious and do not have to be d.			

Question # 239: Which of these specialists is user centered?				
	0	HCI Page # 21		
	0	Software engineer		
	0	Computing technology		
	0	Web Designer		
Hı	ımaı	computer interface specialists are user-centered and software engineers are system-centered.		
Question # 240: Companies ABC market its product in a traditional way. Which of the following research method company will follows for successful traditional marketing campaign?				
	0	Stake holders interview		
	0	Usability and user testing		
	0	Market demographics and segments		
	0	Focus group PG # 183		
Qı	ues	on # 241: The missing ingredient in scenario-based method is the use of		
	0	Persona Page # 199		
	0	Context Scenario		
	0	Design model		
	0	Simple scenario		
Th	e m	sing ingredient in scenario-based methods is the use of personas.		

	tion # 242:are concise narrative descriptions of one or more personas using a product to achieve a ic goal.
0	Personal-based scenario Page # 199
0	Context scenario
0	Simple scenario
0	Dialogue
Persor goals.	na-based scenarios are concise narrative descriptions of one or more personas using a product to achieve specific
	tion # 243: As you know that WWW is a combination of many different mediums of communication. Which following is not the part of WWW?
0	Print
0	Video
0	Audio
0	Conceptual Page # 305
The W • Print • Vide • Audi	e <mark>o</mark>
	tion # 244: HCI specialists want to measure the typical user's performance on carefully prepared tasks that pical of those for which the system was designed. Which of the following evaluation paradigms will be used?
0	Quick and dirty
0	Usability testing Page # 259
0	Field studies
0	Predictive
	lity testing involves measuring typical users' performance on carefully prepared tasks that are typical of those for the system was designed.

Question # 245: Laboratory experiments are strongly controlled and are quite different from workplace, home and leisure environments so therefore have low ecological					
	0	Scope			
	0	Validity	Page # 269		
	0	Reliability			
	0	Biases			
La ha _l	Laboratory experiments are strongly controlled and are quite different from workplace, home, or leisure environments. Laboratory experiments therefore have low ecological validity because the results are unlikely to represent what happens in the real world.				
Ųι		ion # 246: Sections	are the links to the main portions of the site the top level of the site hierarchy Page # 288		
	0		1 age # 200		
	0	Site IDS			
	0	Homepage			
	0	Form	THE RESERVE AND ADDRESS OF THE RESERVE AND ADDRE		
Th the	e Se fop	ections: The Section level of the site's l	ons—sometimes called the <i>primary navigation</i> —are the links to the main sections of the site: nierarchy		
Qι	ıest	tion # 247: Bro	wser title always contain the word		
	0	Home	PG # 300		
	0	Default			
	0	Error			
	0	Browser			

Question # 248: Adding seven or more additional colors search performance.				
0	I	<mark>Degraded</mark>	Page # 358	
0	I	mproved		
0	F	Have no effect on		
0	E	Enhanced		
Addir	ng a	additional colors provi	des less value, and at seven or more, search performance	degraded significantly.
	gh I	handles called "Bricks	MG 1990-95) is a graphical user interface that allows	_control of virtual objects
0		Random		
0	I	Direct	Page # 417	
0	I	n-direct		
0	Τ	Temporary		
Brick "Bric			aphical user interface that allows direct control of virtual	objects through handles called
Question # 250:Computing is to enable devices to sense changes in their environment and to automatically adapt and act based on these changes				
0	V	Wearable		
0	Α	Attentive environment		
0	Т	Γangible bits		
0	Ţ	Ubiquitous	Page # 413	
			computing is to enable devices to sense changes in their sed on these changes based on user needs and preferences	

Question # 251: According to the law of many European and western countries, organizations with a website must ensure that their website is (with in certain limits) accessible by Disabled persons. PG # 29 Disabled and Non-disabled persons Healthy Persons
 Non-disabled persons. Disabled and Non-disabled persons
Disabled and Non-disabled persons
o Healthy Persons
Question # 252: Interactive features, safety features and reliability are all examples of the requirements of a system.
o Functional
 Non-functional
 Multi-functional
o Uni-functional
Question # 253: are people who do not currently use the product but who are good candidates for using it in the future.
o Developers
o Stakeholder
 Potential users PG # 170
o Shareholders
Question # 254:are the visible representations of functions and data in the Interface like Panes, frames, and other containers on screen, Individual buttons, knobs, and other physical affordances on a device etc.
 Defining Functional and data elements PG # 206
Determining functional groups and hierarchy
Sketching the interaction framework
Defining form factor and input methods

Question # 255: Evaluations done during design to check that product continues to meet user's needs are known as evaluation.			
0	Formative	Page # 258	
0	Summative	SECTION AND ADDRESS OF THE PARTY OF THE PART	
0	Relative		
0	Creative		
	uations done during design t vn <i>as formative evaluations.</i>	o check that the product continues to meet users' needs are	
	stion # 256: You have a cell th of the following posture ce	phone that has alarms, email, and web browsers applications. ell phone have?	
0	Auxiliary	Carlotte March 1997	
0	Sovereign		
0	Transient	PG # 232	
0	Information		
Question # 257: A student is asked to conduct a survey of a form .He will have interview with the manager of firm and also few questions about the domain of firm related to survey In interview, student will ask a questions about domains in			
0	Mid phage		
	Mid phase		
0		PG # 181	
0	Early phase	PG # 181	
	Early phase Late phases	PG # 181	
0	Early phase Late phases	PG # 181	
0	Early phase Late phases	PG # 181	

Ques	stion # 258: tec n supplemented with photos from	chniques are used individually or in combination and are a still camera.
0	Observation	
0	Evaluation	
0	Qualitative research.	
0	Data collection.	PG # 365
	collection techniques (i.e., taking notes, audination and are often supplemented with ph	dio recording, and video recording) are used individually or in a still camera.
Que	stion # 259: The name of the docu	ument should be shown on the application's
B. Ti C. Ti	enu bar itle bar itle bar and menu bar ot Title bar and not menu bar	
0	Only B	PG # 326
0	Only D	
0	A and B	
0	A and D	
Ques	stion # 260: The term hardware and software but to the	derives from systems theory and refers not only to entire environment.
0	Operating system	
0	Processor	
0	System	PG # 30
0	Monitor	

Question # 261: Graphic designer uses ______ test to ensure that visual interface design employs contrast effectively.

Visual

o Squint PG # 347

o Graphic

o Trunk

Question # 262: Suppose you are an interface designer, while designing a visual interface which of the following will be more effective to understand for human?

- Use of too many colors
- Use of capitalized word
- Use of branding

Use of visual symbols

PG # 352

Question # 263: You might have experienced deleting a file or folder in Windows XP = A dialog box appears "Do you want to delete file having two option " yes" or " no". Which of the following error dialog appears?

Alerts

Confirmation PG # 388 & 389

- Feedback
- Delete

Question # 264: A student assigned a task to make presentation on "Introduction to HCI", he doesn't know how to make PowerPoint's slides in Microsoft power point. Which of the following dialog will help to make presentation?

- The index
- Shortcuts

WizardsPG # 400

Splash screen

Question # 265: According to Juran, the fitness for purpose or use, is said to be

- Usability
- Efficiency
- Reliability

Quality

PG # 39

Question # 266: An interface designer creating a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of the interface. Which of the following evaluation paradigm will be appropriate here?

Usability testing

PG # 264

- Predictive
- Field studies
- Quick and dirty

Question # 267: Why people are less able to distinguish fine detail in blue?

- Blue does not contrast well with other colours
- There are fewer cones in the centre of the retina that are sensitive to blue light
 PG # 60
- The rods in the periphery of the retina are not sensitive to blue light
- o Some people are blue colour blind

Note: Give me a feedback and your Suggestion also If you find any mistake in mcqz plz inform me Via Contact us Page on our Site. And tell me your answer with references.

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Winning is not everything, but wanting to win is everything.....
Go Ahead..... Best Of Luck!