Code No: **R42052**

R10

Set No. 1

IV B.Tech II Semester Supplementary Examinations, July/Aug - 2015
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours　　　　　　　　　　　　　　　　　　　　　　**Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a) Define and Discuss the importance of User Interface design. [8]

 b) Give the brief history of screen design. [7]

2 Define Graphical User Interface. Discuss the importance of GUI also write the characteristics of the Graphical User Interface. [15]

3 a) Briefly discuss the main human characteristics that are to be considered in designing a good interface. [8]

 b) Discuss how the physical characteristics of people affect their interaction with systems. [7]

4 a) With a neat sketch, Explain various visually pleasing compositions of screen design. [10]

 b) Write about the five important interface design goals. [5]

5 a) With neat diagrams, Explain various structures of menus. [7]

 b) Explain the various types of windows with suitable examples. [8]

6 a) What is a message? Explain the types of system messages with neat diagrams. [8]

 b) What are the possible problems in choosing colors for screen design [7]

7 a) Explain in brief, various specification methods for building an interface. [8]

 b) Discuss the features of interface-building tools. [7]

8 What is the function of an input device? List various input devices. Explain in detail about the function of Key board and its function keys. [15]

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Set No. 2

IV B.Tech II Semester Supplementary Examinations, July/Aug - 2015
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a) Discuss the impacts of inefficient screen design on processing times.   [8]

   b) Write the importance of well-designed interface.   [7]

2 a) Write the characteristics of Direct manipulation systems. Is the concept of
       direct manipulation is preferable in all cases of screen design? Justify   [8]
   b) Write any five important principles to be considered in designing a user
       interface   [7]

3   Explain in detail various human aspects that are important and must be
       considered in designing a good interface.   [15]

4 a) With a neat example, Explain how the ordering of screen data and content
       affects the performance.   [8]
   b) Explain the importance of statistical graphics in screen design. With neat
       diagrams, List various statistical graphics.   [7]

5 a) What is a menu? Why menus are important and also Explain the functions of
       menus.   [8]
   b) Write about various window presentation styles.   [7]

6   Discuss in detail various issues involved in designing an icon.   [15]

7 a) Write about the Borland JBuilder interface building tool.   [8]

   b) Discuss the benefits of using interface building tools.   [7]

8   Write short notes
          i).   Fitt's Law   [5]
          ii).   Mobile Device Displays   [5]
          iii). Direct pointing devices   [5]

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Set No. 3

IV B.Tech II Semester Supplementary Examinations, July/Aug - 2015
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a) Define Human Computer Interaction. Discuss the importance of User Interface
       design.   [8]
   b) Discuss the chronological history of Graphical User Interfaces   [7]

2   What are the advantages and disadvantages of Graphical Systems? Explain   [15]

3 a) Why the user's knowledge and experience are to be considered in designing a
       good interface? Explain.   [8]
   b) List various direct and indirect methods for determining the requirements   [7]

4   Discuss various technological considerations involved in designing an
       interface.   [15]

5 a) What are the various components of a window? Explain.   [8]

   b) Discuss the technical issues and problems in web site navigation.   [7]

6 a) Write the guidelines for writing the message box text.   [5]

   b) What is an Icon? What are the types of Icons? What are the characteristics of
       Icons and list the factors that influence icon's usability.   [10]

7   Explain in detail about Backus-Naur form and transition diagram with suitable
       example   [15]

8 a) Explain any four kinds of display technologies.   [8]

   b) What is meant by digitization? Explain various issues in continuous speech
       generation and recognition.   [7]

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R10

IV B.Tech II Semester Supplementary Examinations, July/Aug - 2015
HUMAN COMPUTER INTERACTION
(Common to Computer Science & Engineering and Information Technology)

Time: 3 hours   **Max. Marks: 75**
Answer any FIVE Questions
All Questions carry equal marks
*****

1 a) Write are the benefits of Well-designed interfaces.   [8]

   b) Give the brief history of screen design.   [7]

2   Discuss the similarities and differences between Graphical User Interface and
      Web Interface design.   [15]

3 a) Explain in detail the various human characteristics that are to be considered in
      designing a good user interface.   [10]
   b) Discuss various indirect methods of requirements determination.   [5]

4 a) Explain the importance of grouping screen elements with a suitable example.   [8]

   b) Write the principles and various types of grouping screen elements.   [7]

5   Explain in brief about Device-based controls and Screen-based controls? Give
      the guidelines for selecting the proper controls in screen design.   [15]

6 a) Give the guidelines for selecting images in designing icons.   [8]

   b) Write the various factors that must be considered in choosing colors for
      information.   [7]

7 a) Give the main criteria for selecting the right tool for building an interface.   [8]

   b) Write about Microsoft Visual Studio.   [7]

8   Write short notes on
          i).   Indirect pointing devices   [5]
          ii). Function keys of Keyboard   [5]
          iii). Mobile device displays   [5]

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