

UNIT-I PART- A

1. What is meant by Human-computer interaction?

It is the study, planning and design of how people and computer work together so that a person needs are satisfied in the most effective way.

2. What are the benefits of good design?

- To improve screen clarity and readability.
- It reduces decision making time.
- Identifying and resolving problems during the design and development

3. What is meant by GUI?

GUI is a collection of techniques and mechanism to interact with pointing device of some kind.

4. Mention any 2 advantages of graphical system?

- Symbols recognized faster than text
- Faster learning.

5. What are visually presented elements in a graphical system?

- ✓ Windows
- ✓ Menus.
- ✓ Icons.
- ✓ Screen based controls.
- ✓ Mouse point and cursor.

6. Define pick and click interaction?

Pick: To identify an element for a proposed action.

Click: The signal to perform an action.

7. Define Visualization.

It is a cognitive process that allows people to understand information that is difficult to perceive, because it is either too voluminous or too abstract.

8. What is an object and its types?

Object is an entity. It can be manipulated as a single unit. Objects can be classified into 3 types. (1) Data object. (2) Container object. (3) Device object.

9. Define property/attribute specification and explain its sequence.

- ✚ Property / attribute specification action establish or modify the attributes or properties of objects.
- ✚ Property / attribute specification sequence
 - (1) The user selects an object (ex) several words of text.
 - (2) The user then selects an action to apply to that object such as the action Bold.

10. Define concurrent performance of functions.

- ✚ Graphic system may do 2 or more things at one time.
- ✚ Multiple programs may run simultaneously.

11. What are the goals of web interface design?

- ✚ It is to build hierarchy of menus and pages tat well structured.
- ✚ It is graphically rich environment.

12. What is meant by web interface design?

It is essentially the design of navigation and the presentation of information. Proper interface design is matter of properly balancing the Structure and relationships of menus, content and other linked documents or graphics.

13. What are the similarities between GUI and web interface design?

- ✚ They are interactive.
- ✚ Both are used by people.
- ✚ Both are software design.

14. Write any 2 differences between GUI and Webpage design.

GUI design	Webpage design
Characteristics of interface such as monitor and modem are well designed	The user device may range from handheld mechanism to high end work station.
It navigates through structured menus, lists, screens dialogs and wizards.	It navigates through links, book marks and typed URL's.

15. Write any 2 differences between Printed page versus Web pages?

Printed page	Web pages
Layout is precise	Layout is approximation
They are presented as complete entities and their entire contents are available for reading or review immediately.	They are rendered slowly depending upon transmission speeds and page content.

16. Differentiate the term Internet, Intranet and Extranet.

Intranet: Within organization internal network over a shared infrastructure using dedicate connections.

Internet: It is a huge network of computer networks.

Extranet: An extranet is a Special set of intranet that can be accessed by authorized persons from outside an organization or company.

17. Mention any 2 difference between Intranet versus the Internet?

Intranet	Internet
It is used for an organization every day activities.	It is used to find information
Need for cross-platform compatibility is minimized	Need for cross-platform compatibility is maximized

18. What is meant by transparency?

Permit the user to focus on the task or job without concern for the mechanics of the interface.

19. Define user interface? What are the components of user interface.

It is a collection of techniques and mechanisms to interact with something. It has two components Input & Output.

20. What are the five ways to provide simplicity?

- ✚ Use progressive disclosure, hiding things until they are needed.
- ✚ Provide defaults.
- ✚ Minimize screen alignment points.
- ✚ Provide Uniformity & consistency.