

**UNIT-II PART - A**

**1. What are the common pitfalls in the design process?**

The common pitfalls are.

- No early analysis and understanding of the user's needs and expectations
- Little or no creation of design element Prototypes
- No usability testing.
- Poor communication between members of the development team.

**2. Define usability.**

It describes the effectiveness of human performance. It can be defined as the capability to be used by humans easily and effectively.

**3. What are the common usability problems?**

1. Ambiguous menus and icons.
2. Highlighting and selection limitations.
3. Unclear Step sequence.
4. Complex linkage between and within an application.
5. Inadequate feedback and confirmation

**4. Identify human characteristics in design?**

The important human characteristics in design are perception, memory, visual and peripheral vision, sensory Storage, information processing & skill and individual differences.

**5. Differentiate between short-term and long-term memory.**

<b>Short –term</b>	<b>Long-term</b>
Contains limited amount of information	Contains unlimited amount of information
Receives information from either the senses or long term memory	Receives information from short term through learning process.

**6. What is meant by visual activity?**

The Capacity of the eye to resolve details is called visual activity. Visual activity is approximately halved at a distance of 2.5 degrees from the point of eye fixation.

**7. What are the direct methods in requirement analysis?**

The direct methods consist of

- Individual Face to Face interview.
- Telephone Interview or survey.
- Traditional Focus group.
- Facilitated team work group.
- Requirements Prototyping.
- Usability Laboratory testing.

**8. What are the indirect methods in requirement analysis?**

The indirect methods include

- Paper survey.
- Electronic survey.
- Electronic focus group
- Marketing and sales.
- Support Line.
- Email Of Bulletin Board.
- System Testing.

**9. Define mental model.**

It is an internal representation of a person's current conceptualization and understand of something. Mental model are gradually developed in order to understand, explain and do something.

**10. What are the guidelines for designing conceptual model?**

- Reflect the user's mental model.
- Provide proper and correct feedback.
- Provide action-response compatibility.
- Provide design consistency.

**11. What are goals of interface design?**

The goals in interface design are

- Reduce visual work.
- Reduce intellectual work.
- Reduce memory work.
- Reduce motor work.

**12. What are the elements of screen?**

Elements of a screen include control captions, data or information displayed on the screen & headings and headlines.

**13. What are the components of a statically graphic?**

They have at least 2 axes, 2 scales, an area to Present the data, title, legend and key.

**14. What are System Training tools?**

System training will be based on users needs, system conceptual design, system learning goals and System performance goals. Training may include tools such as video training, manuals, online tutorials, reference manuals, quick reference guides and online help.

**15. What is test for a good design?**

It simply involves the use of display techniques, consistent location of elements, the proper use of “white space” and groupings and an understanding of visually pleasing composition. The best interface makes everything on the screen easily seen.

**16. How to achieve clarity?**

Clarity is influenced by a multiple factors, such as consistency in design, visually pleasing composition, a logical and sequential ordering, the presentation of the proper amount of information, groupings and alignment of screen items.

**17. What are the qualities in visually pleasing composition?**

Visually pleasing composition contain following qualities such as Balance, Symmetry, Regularity, Predictability, Sequentially, economy, unity, proportion, simplicity and groupings.

**18. What is known as Tabbing?**

When a screen is first presented, the cursor must be positioned in the first field or control in which information can be entered. Tabbing order must then follow the flow of information as it is organized on the screen.

**19. What is necessary for ordering?**

Ordering is necessary to

- Facilitate search for an item.
- Provide information about the structure and relationship among items.
- Provide compatibility with the user’s mental model of the item structure.

**20. Define pull down menu.**

It is the first level menus used to provide access to common and frequently used application action that take on a wide variety of different windows.