Program: BE Computer Engineering

Curriculum Scheme: Revised 2012

Examination: Fourth Year Semester VIII

Course Code: CPC802 and Course Name: Human Machine Interaction

Time: 1 hour Max. Marks: 50

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Note to the students:- All the Questions are compulsory and carry equal marks .

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| Q1. | The successful Graphical User Interface suffers from the problem of\_\_\_\_\_\_. |
| Option A: | Exploits visual/spatial cues |
| Option B: | Increased feeling of control |
| Option C: | Predictable system responses |
| Option D: | Inconsistency in technique and terminology |
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| Q2. | Why direct manipulation of all screen objects and actions may not be feasible in real world? |
| Option A: | The graphics capability of the system may be limited |
| Option B: | The system is portrayed as an extension of the real world |
| Option C: | Continuous visibility of objects and actions |
| Option D: | Incremental actions are easily reversible |
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| Q3. | WYSIWYG stands for \_\_\_\_\_\_\_\_\_\_\_\_. |
| Option A: | Where you see is where you get |
| Option B: | What you see is what you get |
| Option C: | When you see it when you get |
| Option D: | Which you see is what you get |
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| Q4. | What do you mean by Harmonious colors? |
| Option A: | Colors that work well together or meet without sharp contrast |
| Option B: | Colors that convey similarities |
| Option C: | Colors that are bright and highlighted |
| Option D: | Colors that are emphasizing separation |
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| Q5. | To indicate that actions are necessary, which color we will use? |
| Option A: | Cool colors |
| Option B: | Gray color |
| Option C: | Warm colors |
| Option D: | White color |
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| Q6. | A sign that may be completely arbitrary in appearance is called as\_\_\_\_\_\_. |
| Option A: | Icon |
| Option B: | Index |
| Option C: | Symbol |
| Option D: | Menu |
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| Q7. | For creating acceptable text messages, we choose proper words. What is the significance of the proper word? |
| Option A: | The word is stack words |
| Option B: | The word is short, familiar and made up of standard alphabetic characters |
| Option C: | The word is Hyphenate word |
| Option D: | The word include punctuation for abbreviation, mnemonics |
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| Q8. | The Menu that are presented on a series of screens possessing only one path, such type of menu is called as\_\_\_\_\_\_. |
| Option A: | Single Menu |
| Option B: | Sequential Linear Menu |
| Option C: | Simultaneous Menu |
| Option D: | Connected Menu |
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| Q9. | The three dimensional, resembling desktop that familiar to the user and maintain the larger sizes such type of windows presentation style is called as\_\_\_\_\_\_. |
| Option A: | Overlapping Windows |
| Option B: | Tiled Windows |
| Option C: | Cascading Windows |
| Option D: | Double Windows |
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| Q10. | Which of the following task is not executed by the Device-Based Controls? |
| Option A: | Selecting/Identifying the object and make it focus of attention |
| Option B: | Tracking or following a moving object |
| Option C: | Entering or manipulating information |
| Option D: | Displaying only a particular piece of text, value or graphics |
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| Q11. | What kind of interaction paradigm did the Xerox STAR use? |
| Option A: | Conversation |
| Option B: | Knowledge of a physical desktop |
| Option C: | Windows, Icons, Mouse and Pointer (WIMP) |
| Option D: | Embedded Computing |
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| Q12. | A window can be split into two or more separate viewing areas that are called\_\_\_\_\_. |
| Option A: | Panes |
| Option B: | Planes |
| Option C: | Plans |
| Option D: | Pans |
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| Q13. | Which of the following is not an action cause immediately using button? |
| Option A: | Quitting |
| Option B: | Deleting |
| Option C: | Saving |
| Option D: | Copying |
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| Q14. | In Human computer interaction, computer input means\_\_\_\_ |
| Option A: | Computer Output |
| Option B: | Computer Input |
| Option C: | User Input |
| Option D: | User Output |
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| Q15. | Photoreceptors of eyes that allows color vision are called\_\_\_\_\_ |
| Option A: | Rods |
| Option B: | Lens |
| Option C: | Corneas |
| Option D: | Cones |
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| Q16. | For Human problem solving behavior, according to Gestalt theory, problem solving is matter of reproducing\_\_\_\_ and\_\_\_\_\_. |
| Option A: | Responses, Error |
| Option B: | Input, Error |
| Option C: | Solution, Responses |
| Option D: | Behavior, Input |
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| Q17. | Using Norman’s Gulf of execution Human Errors are classified as\_\_\_\_\_ |
| Option A: | Misunderstanding and mistakes |
| Option B: | Misunderstanding and slips |
| Option C: | Slips and mistakes |
| Option D: | Failure and mistakes |
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| Q18. | A small picture that is used to represent a closed window is said to be a/an \_\_\_\_ |
| Option A: | Menu |
| Option B: | Toolbar |
| Option C: | Status bar |
| Option D: | Icon |
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| Q19. | Which of the following device can not be useful for a visually impaired person? |
| Option A: | A typical keyboard |
| Option B: | A typical monitor |
| Option C: | A typical speaker |
| Option D: | A typical processor |
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| Q20. | The user output in HCI is occurred through\_\_\_\_ |
| Option A: | Motor Controls |
| Option B: | Experience |
| Option C: | Senses |
| Option D: | Education |
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| Q21. | The longest wavelength is of the color\_\_\_ |
| Option A: | Green |
| Option B: | Red |
| Option C: | Orange |
| Option D: | Blue |
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| Q22. | The long term goal of human machine interaction is\_\_\_\_ |
| Option A: | Design system that minimize the barrier between the human’s cognitive model of what they want. |
| Option B: | Losing timing |
| Option C: | Effecting interfaces |
| Option D: | Ineffective allocation of resources |
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| Q23. | The similarities between GUI and Web page Design is \_\_\_\_\_\_ |
| Option A: | Interactive, heavily visual experiences presented through screen |
| Option B: | Hardware variations are limited |
| Option C: | Hardware characteristic are well defined |
| Option D: | Hardware variations enormous |
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| Q24. | For poor GUI design, responsible the psychological factor is\_\_\_ |
| Option A: | Modification |
| Option B: | Direct programming |
| Option C: | Partial use of system |
| Option D: | Confusion and frustration |
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| Q25. | What are the two types of screen messages? |
| Option A: | System message and Instructional message |
| Option B: | Status message and Informational message |
| Option C: | Informational message and warning message |
| Option D: | Critical message and question message |