

Code No: 07A80503

R07**Set No. 2**

IV B.Tech II Semester Examinations, April/May 2012
HUMAN COMPUTER INTERACTION
Computer Science And Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Discuss about cognitive processing.
(b) Discuss briefly about human interaction speeds. [8+8]
2. (a) What are the displays/read only screens?
(b) How do you organize the displays/ read only screens? [8+8]
3. Compare QWERTY layout and Dvork Layout. [16]
4. (a) How do you present and write a text on the screen?
(b) Write short notes on:
 - i. Window title
 - ii. conventions
 - iii. sequence control guide. [8+8]
5. (a) What is meant by Web user Interface?
(b) Discuss the popularity of web user Interface.
(c) Discuss the characteristics of web interface. [4+6+6]
6. (a) Write a brief story about software engineering tools?
(b) Explain about toolkits?
(c) Explain about the advantages of toolkits? [6+6+4]
7. (a) Discuss about the presentation styles of a window.
(b) How many types of windows are available? Explain briefly. [8+8]
8. Compare 1970s, 1980 and 1990s screen design? [16]

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R07**Set No. 4**

IV B.Tech II Semester Examinations, April/May 2012
HUMAN COMPUTER INTERACTION
Computer Science And Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Discuss briefly about kinds of icons.
(b) Write the characteristics of icons. [8+8]
2. (a) What are the factors among user interface building tools?
(b) What widgets are supported in user interface building tools? [8+8]
3. (a) Explain about display photography and scanners.
(b) Discuss briefly about digital video. [8+8]
4. (a) Discuss about:
 - i. Textual displays
 - ii. Graphical and web displays.(b) How do you Order the data and content on the screen? [10+6]
5. Discuss about the types of performance loads. [16]
6. (a) What are the important principles regarding controls?
(b) Write short notes on operable controls. [8+8]
7. Discuss about the design principles of Xerox star. [16]
8. (a) Discuss about 1970s screen design?
(b) Discuss about 1980s screen design?
(c) Discuss about 1990s screen design? [5+5+6]

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R07**Set No. 1**

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HUMAN COMPUTER INTERACTION
Computer Science And Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Explain about QWERTY layout of keyboard.
(b) Explain about Dvork layout of keyboard. [8+8]
2. (a) Discuss the impact of inefficient screen design.
(b) Discuss the chronological history of internet. [8+8]
3. (a) How do you plan the screen?
(b) What is the purpose of screen design? [8+8]
4. (a) Discuss about the popularity of graphics.
(b) Discuss about the concept of direct manipulation. [8+8]
5. (a) Discuss briefly about the important human characteristics in design of a system.
(b) How is the perception important in design? [8+8]
6. (a) What are the advantages and disadvantages of animation?
(b) Write short notes on combining the mediums. [8+8]
7. (a) Give an example on the Microsoft Visual Basic Design.
(b) Give an example on Borland Delphi Design.
(c) Give an example on Symantec Visual Caf Design.
Explain briefly about all of the above. [5+5+6]
8. (a) How do you organize the window system functions?
(b) Discuss briefly about window operations.
(c) Write short notes on:
 - i. web systems frames
 - ii. pop-up windows. [5+5+6]

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R07**Set No. 3**

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HUMAN COMPUTER INTERACTION
Computer Science And Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) How do you test a good design of screen?
(b) What should users do when interacting with computers? [8+8]
2. (a) "Success of a product depends on effective user interface". Explain.
(b) Discuss the benefits of good design. [8+8]
3. (a) What is the psychological response that tends to poor design?
(b) What is meant by annoyance? How does it tend to poor design of computer? [8+8]
4. (a) Explain about list boxes.
(b) Write short notes on list view controls. [8+8]
5. (a) Write the characteristics of the color.
(b) Discuss about Dithering.
(c) What properties are used to describe a color? [6+6+4]
6. Discuss about the principles of user interface design. [16]
7. (a) When should the speech generation be preferable.
(b) Explain about audio tones.
(c) Discuss about audiolization and music. [3+5+8]
8. (a) Discuss briefly about design tools.
(b) Explain about visual editing tools.
(c) Write about paragraph. [6+6+4]
