

User Interface Design

Course no: BCA275CO

Semester: 4th semester

Full Marks: 60

Pass Marks: 24

Group A

Answer TWO questions. 2x12=24

1. What is interface design? How does it differ from software design? Explain the key points while modeling a interface from user's point of view.
2. What is selection? Explain additive and group selection. Distinguish reposition, resize, and reshape, operations in gizmos manipulation with examples.
3. Explain the basics of dialog boxes with its types from the programmer's viewpoint. Discuss the problems with modeless dialog boxes.

Group B

Answer six questions. 6x6=36

4. Define gizmos. Explain entry gizmos with two examples.
5. What are window states? Mention the reasons of transforming the running applications to different states.
6. Write the importance of document management and explain how it can become effective.
7. What is overhead in software interaction? Why is it necessary to minimize the excise tasks?
8. Explain about flip-flop menus, accelerators and mnemonics.
9. What are the problems associated with drag and drop mechanism? Suggest their possible solutions.
10. What are display gizmos? Explain scrollbars and its shortcomings.
11. Write short notes on any TWO:
 - a. Idiomatic paradigm
 - b. Task coherence
 - c. Hinting