

# UID(18CS734) Quiz-2

7th A

\* Required

1. Email \*

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2. Student Name \*

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3. USN

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4. 1. To distinguish the extranet from the Internet, provide a subtle difference in: \* 1 point

CO2

*Mark only one oval.*

- Data display and Tables.
- Visual style and Navigation.
- Data Presentation and Navigation.
- Visual style and Grids.

5. 2. Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer? \* 1 point

CO2

*Mark only one oval.*

- allow interaction to interruptible
- allow interaction to be undoable
- hide technical internals from casual users
- only provide one defined method for accomplishing a task

6. 3. Which model depicts the image of a system that an end user creates in his or her head? \*

CO2

Mark only one oval.

- design model
- user model
- system model
- system perception

7. 4. Which of these framework activities is not normally associated with the user interface design processes? \*

1 point

CO2

Mark only one oval.

- cost estimation
- interface construction
- interface validation
- user and task analysis

8. 5. Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer? \*

1 point

CO2

Mark only one oval.

- allow interaction to be interruptible
- allow interaction to be undoable
- hide technical internals from casual users
- only provide one defined method for accomplishing a task

9. 6. For large collections of menu alternatives screen clutter can easily occur in \_\_\_ menus \* 1 point

Mark only one oval.

C03

- Sequential
- Single
- Simultaneous
- Sequential linear

10. 7. A \_\_\_ selection directs the computer to implement an action or perform a procedure. \* 1 point

C03

Mark only one oval.

- Admin
- User
- Program
- Task

11. 8. \_\_\_ menus are used to reduce the number of choices presented together for selection. \* 1 point

C03

Mark only one oval.

- Cascading
- Pull down
- Pull up
- None

12. 9. A menu consists of \*

1 point  
CO3

Mark only one oval.

- Context, title, choice descriptions, and completion instructions
- Table of contents, title, groups, sub groups.
- Data display, grids, title, sub title.
- Title, Description, pull down menu, choices.

13. 10. Keyboard accelerators are not used with? \*

1 point

Mark only one oval.

CO3

- Complex menu
- Sequential menu
- Cascaded menu
- Connected menu

14. 11. Separate groupings created through either: Wider spacing, or A thin ruled line. \*

1 point

Mark only one oval.

CO3

- True
- False

15. 12. When considering the depth/Breadth trade off in menus, studies show that \*

1 point

Mark only one oval.

CO3

- Breadth should be preferred over depth.
- Depth should be preferred over breadth.
- User experience level is the key factor.
- Designers should give users a choice.

16. 13. Which of the following will help alleviate user disorientation when navigating through a menu structure? \*

1 point

CO3

Mark only one oval.

- Using familiar and consistent terminology
- Creating menu shortcuts
- Using graphics, fonts, typefaces, or highlighting to indicate menu position
- Designing menus to have many deep levels

17. 14. The hierarchical menu represents \*

1 point

CO3

Mark only one oval.

- Binary tree
- Inverse tree
- Complete binary tree
- Inverted tree

18. 15. Linear menu sequences \_\_\_\_\_.\*

1 point

CO3

Mark only one oval.

- . Are not effective for novice users performing simple tasks.
- Guide the user by presenting one decision at a time.
- Require more display space than simultaneous menus.
- Give users a good overview of the choices.

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