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**CS408 Current Final Term Papers 2018 To 2020**

**2020**

**Paper 1**

CS408 current paper | 10-09-2020

Q1) What outputs will be generated from the following data?

Computer + Microwave =?

Computer + Data = ?

Computer + Information =? (3)

Q2) By breaking down skeleton plane into its component elements, how do all the pieces fit together to create this as a whole user experience? (3)

Q3) Suppose you are a system analyst. With your work experience briefly describe when it is useful to observe in context to observation process? (3)

Q4) Give three advantages of using low fidelity prototyping (3)

Q5) A software house “xyz ltd” develops a new web browser with innovative features. Now the developers of this browser want to know if users find items faster with their product. To find out these points developer wants to perform user testing. Why “xyz ltd” investing in user testing? Give at least three good reasons. (3)

Q6) You have to design persona based design solutions in a company “ABC”. According to your experience which step in requirement definition serves as primary purpose of eliminating as much designer bias as possible before launching into scenarios, preparing the designers to take on the roles of the primary personas during the scenario process? (5)

Q7) In human beings, Input is done mainly through the senses and out put through the motor control of the effectors? Differentiate between effectors and Senses. Also Mention the names of Receptors and senses. (5)

Q8) Suppose you are an IT officer in XYZ Company. A typist comes to you, asked about blind and explanatory undo. How you differentiate blind and explanatory undo in front of him. (5)

Q9) There is a limitation to the interaction between a user and a personal computer. How Wearable Computing removes this limitation? Also elaborate its negative aspects on society. (5)

10) Hassan is working as a system analyst in “ABC.org”. He follows ethical code to preserve people’s privacy. Which guidelines will help him to ensure that evaluations are done ethically and that adequate steps to protect users' rights have been taken? Give at least five guidelines. (5)

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**2019**

**Paper 1**

My cs408 paper today the questions that I remembered are as follows :

Ubiquitous computing and wearable computing

Error messages improvement techniques

Considerate software categories ko set krna tha given situations k liye

5 Steps of Trunk test were supposed to be applied on the kidnapping scenario

5 categories of global navigation were asked that are: i. Home page ii. Forms iii. Site ID iv. Sections v. Utilities

Field study and usability testing briefly

Sovereign postures

Types of goal-directed design

Action Reverse tools (undo)

Being an interviewer what would you choose in the given scenario from structured and semi-structured interviewing techniques?

More mcqs were from the given files (plz consult solved mcqs with reference also make sure to visit those page no. yourself it would be more beneficial)from

**Paper 2**

1: Ethnography for, of, within (as a developer)

2: difference between TUI, GUI

3: How QWERTY keyboard is different from other keyboards?

4: 4 things you consider as a graphic designer for elements alignment.

5: Signpost for electronic commerce websites. Recommended or not?

6: Reality behind error messages

7: Two way communication for an interface , recommended or not?

8: Excise

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### **Paper 3**

Current Paper CS408.

Mostly mcq moazz ki file se at thy at 6 waqar ki file se and

Short question mai

Define aler

Define conformation

A typeist why use single undo for long statement

Ar 2 long be past paper mai se at thy baki mjhee yaad ni best of luck

**2018**

### **Paper 2**

CS408 Paper today.

1-Effectiveness is one of the goals of usability, explain effectiveness by taking the example of BMW i-drive car.

2-Suppose you are a practitioner of visual art and visual design. Justify how visual art is different from visual design?

3-Match Column A with column B.

Column A

Column B

I. Storyboarding

1. Devise your own symbols and icons for elements you might want

II. Sketching

2. Series of sketches showing how a user might progress through a task using the device being developed

III. Principles and patterns

3. Primary actions and pathways through the interface that the persona takes with the greatest frequency, often on a daily basis..

IV. Key path scenarios

4. Answer questions and support designers in choosing between alternatives

V. Prototypes

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5. Add a bottom-up approach to balance the Process and can be used to organize elements at all levels of the design.

4-Fatima is an interface designer and use patterns in order to reduce design time. Which patterns she will apply at conceptual level and to solve information management problems?

5-It is a misconception that most user interface designers being programmers imagine that their error message boxes are alerting the user to serious problem. Write the actual purpose of these error messages.

6-Being designers, it is needed to understand user's requirements, those are fulfilled by some representations.

In your view point why & how representations are important?

7-Suppose you have designed a software. You choose the participant from group who are the intended users of this software product to test this product. What do you think these participants are the real users in context of usability testing? Briefly explain it.

8-All users do mistakes while doing work on computers. In your point of view which tool allows the user to reverse one or more previous actions if he/she decides to change his/her mind in software user interface?

### Paper 2

CS408

Usability sy related ak qstn tha.....

Or ak physical world sy koi example dain js mai storage and retrivel k imprvmt k leye koi technique ho.....

Or cocktail phenomenon kisy khty hain?.....

Mcqs b past sy thy

### Paper 3

CS408 (Current Paper)

40 Mcqs (mostly from past papers)

Subjective:

Q#01 (5 marks) (repeated)

You visit different websites of all type of products, explain the "No sense of scale" and "No sense of location" in context of problems by using web experience.

Q#02 (5 marks) (repeated)

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Marc Rettig has identified some problems in high fidelity prototype due to which someone should use low fidelity prototype. What are those problems?

Q#03 (5 marks) (repeated)

In digital world, putting an item on a shelf (storing it) also gives us the means to find it later (retrieving it). How can we improve data storage and retrieval with the help of physical world example?

Q#04 (5 marks) (repeated)

Identify the five main components that make up a global navigation system in context of a web.

Q#05 (5 marks)

Sometimes we do mistakes & errors while using an object because of faulty mental model.

In your point of view, what are the main causes that lead a person to develop wrong mental model.

Q#06 (3 marks) (repeated)

How many steps are involved in defining the requirements in Persona-based design? List down those steps.

Q#07 (3 marks)

There are trade-offs between usability and user experience goals. Can you give an example situation where as a developer you can achieve either one of them and compromising the other.

Q#08 (3 marks) (repeated)

It is a misconception that most user interface designers being programmers imagine that their error message boxes are alerting the user to serious problem. Write the actual purpose of these error messages.

Q#09 (3 marks) (repeated)

Does software anticipate need in the same way as human assistant knows that you will require a hotel room when travel to another city even when you don't ask explicitly, he/she knows the kind of room you like and reserves one without any request on your part?

Q#10 (3 marks) (repeated)

Suppose you have designed a software. You choose the participant from group who are the indented users of this software product to test this product. What do you think these participants are the real users in context of usability testing? Briefly explain it.

## The End

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