



#1: The term mental model was first developed in the early 1640s by \_\_\_\_\_

- Johnson - Laird
- Donald Norman
- Kenneth Craik**
- John Corman

Question#2: In \_\_\_\_\_ several keys must be pressed at once in order to enter a single character.

- QWERTY Keyboard
- Dvorak Keyboard
- Alphabetical keyboard

- **Chord keyboards**

*Question#3: On my personal computer, I am listening a song with head phone. At same time, I am entering data in MS word It means my system is:*

- *Uni-model*

- **Multi-model**

- *Mini-model*

- *Large-model*

*Question#4: What is the main strength of the Problem Space Framework as a model of human problem solving?*

- ***It operates within the constraints of the human processing system***

- *It explains what is involved in insight*

- *It allows ill-defined problems to be solved*

- *It allows poorly-defined problems to be solved*

*Question#5: Using icons on the desktop to represent operations is a type of .....constraint.*

- *Physical*

- *Logical*

- 
- **Cultural**

- *Graphical*

*Question#6: There is usually a \_\_\_\_\_ attached to the top of a window identifying it to the user.*

- *Icon*

- 
- **Title bar**

- *Menu*

- *Button*

*Question#7: Input in human is mainly through the \_\_\_\_\_ and output through the \_\_\_\_\_ of the effectors.*

- *Senses, Rods*

- *Motor control, Senses*

- 
- **Senses, Motor Control**

*Page # 54*

- *Motor Control, Rods*

*Question#8: \_\_\_\_\_ model is famous for risk analysis.*

- *Waterfall*

- 
- **Spiral**

- *RAD*

- *Incremental*

**Question#9:** \_\_\_\_\_ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- *Efficient.*
- *Strategic.*
- *Tactical.*
- *Reliable.*

- *Only A*

- 
- **Only C**

- *A and C*

- *B and D*

**Question#10:** *In order to develop any product, which major activity or activities should be undertaken from the given list:*

- A. The designer must understand the requirements of the product*
- B. must develop the product.*

Only A

Only B

A and B

Not A and Not B

Question#11: The persona's needs are fully satisfied by a primary interface refers to \_\_\_\_\_ persona.

Supplement

Page # 159

Negative

Secondary

Primary

Question#12: Suppose ali is writing an article on Cloud computing in windows mobile, which cognitive mode will contribute to generate this idea.

Experiential cognition

Reflective cognition

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Information cognition

Execution cognition

*Question#13: Primary interface serves the needs of the persona with the minor modification or addition refers to \_\_\_\_\_persona.*

*Primary*

**Secondary**

*Page # 159*

*Supplement*

*Negative*

*Question#14: As a designer you get usage patterns and the goals associated with users that drive the creation of personas in the \_\_\_\_\_phase.*

*Requirements definition*

*Framework definition*

**Modeling phase**

*Page # 159*

*Refinement*

*Question#15: \_\_\_\_\_minimize errors.*

*Affordance*

- *Visibility*

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○ **Constraints**

*Page # 106*

- *Affordance and Visibility*

*Question#16: The color, which are directly opposite to each other are said to be.*

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○ **Complementary colors**

*Page # 64*

- *Analogous colors*
- *Primary colors*
- *Secondary colors*

*Question#17: The \_\_\_\_\_ phase employs ethnographic field study techniques (observation and contextual interviews) to provide qualitative data about potential and/or actual users of the product.*

- *Refinement*
- *Framework definition*
- *Modeling*

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○ **Research**

*Page # 158*

*Question#18: Comparing design standards with guidelines, standards are usually\_\_\_\_\_.*

○ **Higher in authority and more limited in application**

○ *Higher in authority and more general in application*

○ *Lower in authority and more general in application*

○ *Lower in authority and more limited in application*

*Question#19: There are various types of errors. Norman has categorized them into two main types.*

○ *Mistakes, Error*

○ *Self Blaming , Mistakes*

○ *Error , Slips*

○ **Mistakes, Slips**

**Page # 100**

*Question#20: The transitions on the Interaction Framework;*

○ *Are unimportant*

○ *Simply link the whole system together*

○ *Pass messages around the system*

○ **Represent the translations required from one component to the next**

**Page # 123**

*Question#21: Which of the following is proportional to the amplitude of the sound where the frequency remains constant?*

*Pitch*

**Loudness**

*Page # 70*

*Timber*

*Rhythm*

*Question#22: The eye is a mechanism for receiving light and transforming it into\_\_\_\_\_energy.*

**Electrical energy**

*Page # 55*

*Heat energy*

*Potential energy*

*Kinetic energy*

*Question#23: WYSIWYG stands for\_\_\_\_\_.*

*What you say is what you talk*

**What you see is what you get**

*Page # 36*

*What you sing is what you think*

*What you sow is what you ripe*

Question#24: Which of the following is haptic perception?

**Touch**

Page # 71

Smell

Taste

Hear

Question#25: \_\_\_\_\_ is required when someone is required to make a prediction about a particular state of affairs.

Image model

**Mental model**

Page # 94

Initial model

Spiral model

Question#26: \_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

**Buttons**

Page # 133

Edition

*Cursors*

*Windows*

**Question#27:** *In understanding the nature of usability: the way or approach in which the user and the idiom interact is called \_\_\_.*

**Strategic** *Page # 143*

*Tactical*

*Non- Technical*

*Technical*

**Question#28:** *Unable to edit pdf document, is a type of \_\_\_\_\_ constraints.*

*Physical*

**Logical** *Page # 106*

*Cultural*

*Update*

**Question#29:** *The \_\_\_\_\_ appears in the center of the circle, and so there is the same distance to travel to any of the selections.*

*Main menus*

- Icon

- Pointer**

*Page # 132*

- Title bar

*Question#30: Which of the following is proportional to the amplitude of the sound; the frequency remains constant?*

- Pitch

- Loudness**

*page # 70*

- Timber

- None of these

*Question#31: The human eye has approximately \_\_\_\_\_ rods and \_\_\_\_\_ cones per eye*

- 120 million , 6 million**

*Page # 56*

- 190 million , 3 billion

- 150 billion , 6 million

- None of the given

*Question#32: What are the three types of reasoning?*

- *Deductive, Productive and Inductive*

---

○ **Abdicative, Inductive and Deductive**

*Page # 89*

- *Inductive, Abdicative and Reproductive*
- *Productive, Reproductive and Deductive*

*Question#33: Which of the following is not one of the goals of HCI?*

- *To produce usable systems*
- *To produce safe systems*

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○ **To produce non-functional systems**

*Page # 30*

- *To improve effectiveness of the systems*

*Question#34: Which of the following is considered as the most complex species?*

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○ **Humans**

*Page # 18*

- *Computers*
- *Animals*
- *Birds*

Question#35: Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called \_\_\_\_\_.

- Quality** *Page # 40 [Click here for more detail](#)*
- Effectiveness
- Standard
- Quantity

Question#36: Which of the following is not true regarding "cones"?

- A type of receptor in eye

- more sensitive to light** *Page # 56*
- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

Question#37: Which of the following is a true statement?

- Human-computer interface specialists are user-centered and software engineers are system centered** *Page # 21*
- Human-computer interface specialists are system-centered and software engineers are user-centered

- *Human-computer interface specialists and software engineers, both are system-centered.*
- *Human-computer interface specialists and software engineers, both are user-centered.*

*Question#38: Which of the following is not true?*

- *Utility refers to the functionality of a system*

- ***Usability is concerned with adding complexity to the system*** *page # 30*

- *Usability is concerned with making systems easy to use*
- *Poorly designed computer system can be extremely annoying to users*

*Question#39: Formal methods are used to represent*

- *Architecture aspects of software systems only*
- *Procedural aspects of software systems only*

- ***Both Architecture and procedural aspects of software systems*** *Page # 21*

- *None of the given*

*Question#40: Which interface system is based on the question / answer dialogue?*

- *Command Line Interfaces*

- *Menus*
  
- *Natural Language Interfaces*

*Question#41: Choice of operations and services are offered on the screen through \_\_\_\_\_*

- *Pointers*
  
- *Toolbars*

- *None of the given*

*Question#42: What will be the gulf of execution if the user is able to formulate and perform the actions easily;*

- *Greater*
  
- *Balanced*
  
- *None of the Given*

*Question#43: Form-filling interfaces are used for*

- data integration
- data manipulation
- data definition

Question#44: Which of the following is flaw in waterfall model?

- maintenance can not be possible at the end
- testing should be done before requirements gathering
- All at the given

Question# 45: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- Only C
- A and D
- B and C

*Question#46: Once the user input into system, the input language is translated into the language as operations to be performed by the system.*

Task

Core

*Page # 123*

Both

None of the above

*Question# 47: User and system has its own unique language the language used by the system is called.....*

Core

*Page # 123*

Task

Both

None of the above

*Question#48: Which of the following is used to toggle between two states?*

check boxes

Radio buttons

*Page # 133*

Toolbars

menus

Question# 49: Which of the following is a text entry device?

**Keyboard** Page # 110

mouse

monitor

touch pad

Question#50: "Mistakes" and "Slips" are two forms of

**Errors** Page # 100

goals

evaluation

objectives

Question# 51: The \_\_\_\_\_ model should match the \_\_\_\_\_ model.

User, conceptual

**Conceptual, mental** Page # 94 [Click here for more Detail](#)

Mental, central

- *Conceptual, central*

*Question#52: Which of the following is/are aspect(s) of human action?*

- 
- **execution and evaluation** *Page # 99*

- *evaluation and efficiency*

- *efficiency and execution*

- *efficiency*

*Question#53: Building things from user's perspective is called*

- *Functionality*

- 
- **Usability** *page # 31*

- *Portability*

- *None of the given*

*Question#54: Certain factors that help us to interact with graphical based systems*

- *Indirect manipulation*

- 
- **Direct manipulation** *Page # 86*

- *Both*

- *None of the given*

**!**  
*Question#55: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?*

- *Focused attention*
- *Divided attention*
- *Voluntary attention*

- **Involuntary attention**

*Page # 70*

*Question#56: Which of the following is a long-term individual difference?*

- *Age*
- **Sex**
- *Fatigue*
- *Color*

*Question#57: \_\_\_\_\_ refers to how good a system at doing What it is supposed to do?*

- *Safety*

- Usability
- Efficiency

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○ **Effectiveness** *Page # 31*

*Question#58: As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?*

- Tactical
- Manual
- Technical

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○ **Strategic** *Page # 143*

*Question#59: Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?*

- Society of manufacturing engineer (SME)

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○ **Subject matter expert (SME)** *Page # 168*

- Small and medium enterprise (SME)
- Subject master engineering (SME)

*Question#60: Scenario content and context are derived from information gathered during \_\_\_\_\_the phase and analyzed during the \_\_\_\_\_phase (respectively)*

- *Modeling, implementation*
- *Modeling, Research*
- *Research, implementation*

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○ **Research, modeling** *Page # 100*

*Question#61: What is a semantic network?*

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○ **A model of long-term memory** *Page # 82*

- *A record of our memory of events*
- *The part of the brain which allows us to remember things*
- *A mechanism for improving memory*

*Question#62: Which of the following is least likely to be revealed by a paper prototype?*

- *Your users don't know the term algorithm*

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○ **Toolbar buttons are too small to press**



- *The Help menu isn't in the right place*

- Radio buttons are too small*

*Question#63: \_\_\_\_\_ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.*

- Scenario*

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**Persona** *Page # 187*

- Prototype*

- None*

*Question#64: The difference between the intentions and allowable actions is the:*

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**Gulf of Execution** *Page # 103*

- Gulf of Evaluation*

- Both of the above options*

- None of these*

*Question#65: Attention is the process of selecting things to concentrate on, at a point in time, from the range of*

*\_\_\_\_\_.*

---

**Possibilities available** *Page # 76*

- Time Available*

- None of these

Question#66: The goals of HCI are:

- Usability and User Experience Page # 30
- Learn ability and Comfort
- Tasks and Goals
- All of the above options

Question#67: WYSIWYG stands for\_\_\_\_\_.

- Where you see is where you get

- What you see is what you get Page # 36

- When you see it when you get

Question#68: \_\_\_\_\_is proportional to the amplitude of the sound.

- Pitch

- Loudness Page # 70

- Timber

- None of the given

*Question#69: Which of the given statements correctly defines effectiveness in terms of one of the usability goals?*

- ***It is a very general goal and refers to how good a system at doing what it is suppose to do.*** Page # 31
- *It refers to the way a system supports users in carrying out their tasks.*
- *It involves protecting the users from dangerous conditions*
- *It involves protecting the users from undesired situations*

*Question#70: Which of the given statements correctly defines efficiency in terms of one of the usability goals?*

- *It is a very general goal and refers to how good a system at doing what it is suppose to do.*

- ***It refers to the way a system supports users in carrying out their tasks.*** Page # 31
- *It involves protecting the users from dangerous conditions*
- *It involves protecting the users from undesired situations*

*Question#71: User personas that are not primary or secondary are \_\_\_\_personas.*

- Served

Negative

Customer

Supplemental

Page # 196

Question#72: Which of the following is the comparison of what happened in the world with what we wanted to happen?

Action

Evaluation

Page # 99

Execution

Implementation

Question#73: \_\_\_\_\_ Research can tell you about what, how, many and why in rich, multivariate detail.

Quantitative

Qualitative

Page # 166

SME

None of these

Question#74: Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.

Only A

**Only B** [Click here for more Detail](#)

Both A and B

Not A and Not B

Question#75: What are the Most common things you do with the product is a type of\_\_\_\_\_.

Goal- oriented question

**System - oriented question** **Page # 182**

Workflow- oriented question

Attitude-oriented question

Question#76: What do you procrastinate on? is type of\_\_\_\_\_

Priorities

**Avoidance** **Page # 183**

Exceptions

- Preference

Question#77: \_\_\_\_\_ Cognitive process involves encoding and recalling knowledge and acting appropriately

- Attention
- Reduction
- **Memory**
- Encoding

Question#78: During \_\_\_\_\_ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- Research

- **Modeling**

Page # 159

- Framework
- Interview

Question#79: Transactional sites that are used for a significant part of an employee's job should be considered full \_\_\_\_\_ applications.

- **Sovereign**

Page # 30

- Transient

- Temporary
- None of the given

**Question#80:** \_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- Perception and recognition

○ **Attention**

**Page # 76**

○ Learning

○ None of these

**Question#81:** HCI deals with \_\_\_\_\_.

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only

○ **All of the given choices**

**Question#82:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

○ **Focused Attention**

**Page # 78**

- *Voluntary Attention*
- *Involuntary attention*
- *Divided Attention*

**Question#80:** \_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- *Perception and recognition*

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○ **Attention** *Page # 76*

- *Learning*
- *None of these*

**Question#81:** HCI deals with\_\_\_\_\_.

- *Design of interactive system only*
- *Evaluation of interactive system only*
- *Implementation of interactive system only*

---

○ **All of the given choices**

**Question#82:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- Voluntary Attention
  
- Involuntary attention
  
- Divided Attention

Question#83: Drive a vehicle while holding a conversation with a passenger is the example of\_\_\_\_\_.

- Focused Attention
  
- Voluntary Attention
  
- Involuntary attention

Question#84: \_\_\_\_\_minimizes errors.

- Affordance

- Visibility
  
- Affordance and Visibility

Question#85: \_\_\_\_\_are dragged down from the title at the top of the screen.

**Pull Down Menus** **Page # 132**

- Main Menu
- Icons
- Buttons

Question#86: \_\_\_\_\_aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient
- Strategic

**Tactical** **Page # 143**

- Reliable

Question#87: The Usability Engineering lifecycle was proposed by\_\_\_\_\_.

- Hartson
- Webster
- Barry Boehm

*Question#88: Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.*

- *Evaluation mode, testing mode*
  
- *Analyze mode, feedback mode*
  
- *Implementation mode, task mode*

**Question#89:** *Alia is used to describe design problem /solution by\_\_\_\_that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities*

*Persona*

**Scenario**

*Flowchart*

*Brainstorming*

**Question#90:** \_\_\_\_\_are individual and isolated regions within display that can be selected by the user to invoke specific operations.

**Buttons**

*Page # 133*

*Pointers*

*Menus*

*Windows*

**Question#91:** *Around 63% of software projects exceed their cost estimates. The top four reasons for This are:*

*A– Frequent requests for changes from users*

*B– Overlooked tasks*

*C– Users' lack of understanding of their own requirements*

*D– Insufficient user-analyst communication and understanding*

○ *Only A*

○ *Only B*

○ *Only D*

○ **ABC & D**

*Page # 27*

Question#92: \_\_\_\_\_ of the potential sales from a site are lost because people cannot find the item they are looking for

50%

Page # 141

40%

30%

10%

Question#93: Human eye is very sensitive to \_\_\_\_\_

Air

Smoke

Light

Page # 55 and 56

Sand

Question#94: Top of the web page contain the \_\_\_\_\_

Menu

Title bar

Home icon

Back button

Question#95: You can load a VCR tape the right way because of\_\_\_\_\_.

**Physical constraints** *Page # 106*

Logical constraints

Cultural constraints

None of these

Question#96:\_\_\_\_\_are unintentional while\_\_\_\_\_occur through conscious deliberation (respectively).

**Slips, mistakes** *Page # 100*

Errors, slips

Mistakes, errors

Mistakes, slips

Question#97: What is the main strength of the Problem Space Framework as a model of human problem solving?

**It operates within the constraints of the human processing system** *Page # 91*

It explains what is involved in insight

○ *It allows ill-defined problems to be solved*

○ *None of these*

**Question#98:** *Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because:*

- Numbers are easier to remember than arbitrary characters.*

**The grouping of the numbers is significant** *Page # 81*

- Ten numbers is not that many to have to remember from working memory.*

- None of these*

**Question#99:** *Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.*

- True*

**False** *Page # 176*

**Question#100:** *The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_persona*

- Primary*

- Secondary*

**Served** *Page # 159*

- Negative*

Question# 101: Which of the following is not a secondary color?

- Green
- Orange
- Purple

Blue

Page # 63

Question#102: Which of the following requires less cognitive effort than others?

**Listening**

*Page # 87*

- Speaking*
- Hearing*
- None of the given*

Question#103: We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).

**Process, Tools**

*Page # 23*

- Tools, Process*
- Tools, Methodology*
- None of these*

Question#104: The command line interface is used because:

- It is easy to understand*

- *It is demanded by DOS*

- *It is offered by UNIX systems*

- ***It is powerful and flexible***

*Question#105: Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?*

**Psychology** *Page # 43*

*Sociology*

*Statistics*

*Computer Science*

*Question#106: \_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.*

*Human*

*Computer*

**Human Computer Interaction** *Page # 14*

*None of these*

*Question#107: The persona''s needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.*

**Primary** *Page # 159*

*Secondary*

- *Supplement*

- *Negative*

Question#108: A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer

**Palette**

*Page # 133*

Title bar

Question#109: During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

**Modeling, analysis**

*Page # 159*

- Analysis, modeling
- Testing, modeling
- Testing, Analysis

Question#110: The Star lifecycle was proposed by \_\_\_\_\_.

Deborah Mayhew

○ Webster

○ Barry Boehm

○ Hartson

Page # 152

*Question#111: Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started.*

*Incremental*

**Linear**

*Page # 149*

*Iterative*

*Analytical*

*Question#112: What do you enjoy most about your job (or lifestyle) is an example of \_\_\_\_\_.*

*Avoidance*

**Motivation**

*Page # 183*

*Exceptions*

*Attitude-oriented questions*

*Question#113: \_\_\_\_\_ represents the Early-phase of ethnographic interviews.*

*Clarify user roles and behaviors*

- *Confirm patterns of use*

- *Clarifying questions*

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- **Focused on domain knowledge**

*Page # 181*

114: There can only be one \_\_\_\_\_ persona per interface for a product.

**Primary**

*Page # 196*

*Secondary*

*Supplemental*

*Customer*

*Question #115: What are the most common things you do with the product is a type of \_\_\_\_.*

*Goal-oriented question.*

**System-oriented question.**

*Page # 182*

*Workflow-oriented question.*

*Attitude-oriented question.*

Question #116: \_\_\_\_\_ represent the user's expectations of the tangible outcomes of using a specific product.

*Non-user goals*

**End goals**

*Page # 192*

*Experience goals*

○ *Life*

*goals*

Question#117: \_\_\_\_\_ personas address the needs of customers, not end users.

- Served
- Negative

**Customer** Page # 197

- Supplemental

Question#118: Persona is not context specific, so it can be reused easily.

- True

**False** Page # 189

Question#119: The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

**Physical** Page # 106

- Logical

- Cultural

- None of these

Question#120: Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- a typical monitor
- a typical speaker
- a typical processor

Question#121: The gulf of execution refers to\_\_\_\_\_.

- The user`s difficulty in understanding the feedback from the system
- The system`s difficulty in presenting information in the output language
- The system`s difficulty in converting an input expression into the correct system state transition
- The user`s difficulty in formulating and articulating an intention to the system

Question#122: Which of the following is not one of the primary colors?

- Red
- Yellow
- Blue



**Question#123:** *Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?*

- (i) Effectiveness
- (ii) Efficiency
- (iii) Fault tolerance
- (iv) Satisfaction

*Select correct option:*

(i) & (ii)

*Page # 31*

- (i), (ii) & (iv)
- (ii) & (iii)
- (ii) & (iv)

**Question#124:** *Human beings interact with outside world, using their*

- input channels
- output channels
- sense of sight



Question#125: *Visually impaired persons can interact with outside world using their*

- Sense of sight
- Sense of hearing

**Both sense of touch and sense of hearing**

- Sense of touch

Question#126: \_\_\_\_\_ *refers to the relationship between controls and their effects in the world.*

- Visibility
- Affordance

**Mapping** *Page # 107*

- None of the given

Question#127: \_\_\_\_\_ *is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.*

**Effectiveness** *Page # 31*

- Efficiency

- Utility

- *None of the given*

Question#128: \_\_\_\_\_ is what goes on in our heads when we carry out our everyday activities?

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○ **Cognition**

*Page # 47*

- *Learnability*

- *Memorability*

- *None of the given*

**Question#129:** \_\_\_\_\_ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making

Reasoning

Page # 89

- Problem Solving

- None of the given

**Question#130:** \_\_\_\_\_ research helps us understand the domain, context and constraints of a product in different, more useful ways than \_\_\_\_\_ research do.

Qualitative, Quantitative

Page # 167

- Quantitative, Qualitative

- Qualitative, Deductive

- None of them

**Question#131:** In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with\_\_\_\_\_.

- Paper work and computer work

- Spatial and temporal organizations

- *None of these*

Question#132: Using icons on the desktop to represent operations is a type of\_\_\_\_\_constraint.

- Physical
- Logical

Cultural

Page # 106

- None of these

Question#133:\_\_\_\_\_is a term used to refer to an attribute of an object that allows people to know how to use it.

- Visibility

Affordance

Page # 105

- Constraint

- None of these

Question#134:\_\_\_\_\_minimizes errors.

- Affordance

- Visibility

- *None of these*

Question#135: *Models are used in design to:*

- *Generate the design*
- *Evaluate the design*

- *None of the given*

models are used to generate and evaluate forecasts and decision alternatives.

**Question#136:** Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch

**Sight, hearing and touch**

**Question#137:** \_\_\_\_\_ refers to the way a system supports users in carrying out their tasks.

**Efficiency**

**Page # 31**

- Effectiveness
- Utility
- None of the given

**Question#138:** \_\_\_\_\_ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models

○ *Conceptual Models*

○ **Interface Metaphors**

*Page # 51*

○ *None of the given*

Question#139: \_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

**Written, spoken** **Page # 87**

- Spoken, written
- Verbal, non-verbal
- None of the given

Question#140: Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic

**Tactical** **Page # 143**

- Operational
- None of the given choices

Question#141: Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_ and other is \_\_\_\_\_.

**Analytic mode, synthetic mode** **Page # 153**

- Evaluation mode, testing mode

- *Analyze mode, feedback mode*

- *Implementation mode, task mode*

Question#142: \_\_\_\_\_ are dragged down from the title at the top of the screen.

**Pull Down Menus** *Page # 132*

- Main Menu*
- Icons*
- Buttons*

Question#143: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

**Focused Attention** *Page # 78*

- Voluntary Attention*
- Involuntary attention*
- Divided Attention*

Question#144: Drive a vehicle while holding a conversation with a passenger is the example of

\_\_\_\_\_.

- Focused Attention*

- *Voluntary Attention*

- *Involuntary attention*

---

- **Divided Attention**

*Page # 78*

Question#145: GOMS stands for:

**Goals operation methods and selection rules**

*Page # 50*

- Goals objects models and selection rules*
- Goals operations methods and state rules*
- Goals operations models and state rules*

Question#146: Which of the following is/are the main component(s) of color?

- Hue*
- Intensity*
- Saturation*

**All of the given**

*Page # 59*

Question#147: \_\_\_\_\_ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

*Learnability*

**Memorability**

*Page # 32*

*Utility*

- *None of the given*

**Question#148:** A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of\_\_\_\_\_Design Principle.

Visibility

**Affordance** **Page # 105**

Mapping

None of the given

**Question#149:** Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

Redo

**Archiving** **Page # 321**

Undo

Milestoning

**Question#150:** When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

**Alerts** **Page # 387**

Confirmation

Feedback

- *Delete.*

*Question#151: With the help of\_\_\_\_Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system*

**GOMS** *Page # 50*

- Human Processor model*
- Quantum model*
- Quality Model*

*Question#152: Ethnography is a method that comes originally from anthropology and literally means*

**Writing the culture** *Page # 173*

- Social issues*
- Ethical issues*
- Ethics*

*Question#153: Physical objects are said to have\_\_\_\_affordance.*

**Real** *Page # 105*

- Perceived*
- Logical*

- *Intuitive*

## ***Reference MCQ's For MIDTERM EXAMS CS408 - HUMAN COMPUTER INTERACTION***

***Question No: 1 (Marks: 1) - Please choose one***

---

\_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation.

- ***Slips, mistakes (page 100)***
- *Errors, slips*
- *Mistakes, errors*
- *Mistakes, slips*

***Question No: 2 (Marks: 1) - Please choose one***

---

What is the main strength of the Problem Space Framework as a model of human problem solving?

- ***It operates within the constraints of the human processing system (page 91)***
- *It explains what is involved in insight*
- *It allows ill-defined problems to be solved*
- *None of these*

**Question No: 3 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- *Perception and recognition*
- ***Attention (page 76)***
- *Learning*
- *None of these*

**Question No: 4 (Marks: 1) - Please choose one**

---

*Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning.*

- True
- False (page 176)

**Question No: 5 (Marks: 1) - Please choose one**

---

*The persona is not an actual user of the product, but is indirectly affected by it and its use refers to*

\_\_\_\_\_ persona

- Primary
- Secondary
- Served (page 159)
- Negative

**Question No: 6 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- Scenario
- Persona (page 187)

- *Prototype*

**Question No: 7 (Marks: 1) - Please choose one**

---

*The difference between the intentions and allowable actions is the:*

- ***Gulf of Execution (page 103)***
- *Gulf of Evaluation*
- *None of these*

**Question No: 8 (Marks: 1) - Please choose one**

---

*Attention is the process of selecting things to concentrate on, at a point in time, from the range of*

- ***Possibilities available (page 76)***
- *Time Available*
- *None of these*

**Question No: 9 (Marks: 1) - Please choose one**

---

*The goals of HCI are:*

- ***Usability and User Experience (page 30)***
- *Learn ability and Comfort*

➤ *Tasks and Goals*

**Question No: 10 (Marks: 1) - Please choose one**

---

WYSIWYG stands for \_\_\_\_\_.

- *Where you see is where you get*
- *What you see is what you get (page 36)*
- *When you see it when you get*

**Question No: 11 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is proportional to the amplitude of the sound.

- *Pitch*
- *Loudness (page 70)*
- *Timber*

**Question No: 12 (Marks: 1) - Please choose one** *Persona*  
*is not context specific, so it can be reused easily.*

---

- *True*
- *False (page 189)*

**Question No: 13 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to

invoke specific operations.

➤ **Buttons (page 133)**

➤ *Pointers*

➤ *Menus*

➤ *Windows*

**Question No: 14 (Marks: 1) - Please choose one**

---

User personas that are not primary or secondary are \_\_\_\_\_ personas.

➤ *Served*

➤ *Negative*

➤ *Customer*

➤ **Supplemental (page 196)**

**Question No: 15 (Marks: 1) - Please choose one**

---

Which of the following is the comparison of what happened in the world with what we wanted to happen?

➤ *Action*

➤ **Evaluation (page 99)**

➤ *Execution*

➤ *None of these*

**Question No: 16 (Marks: 1) - Please choose one**

---

The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

**Question No: 17 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

**Question No: 18 (Marks: 1) - Please choose one**

---

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- **It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)**
- It refers to the way a system supports users in carrying out their tasks.
- It involves protecting the users from dangerous conditions
- It involves protecting the users from undesired situations

**Question No: 19 (Marks: 1) - Please choose one**

---

Which of the following is not a secondary color?

- Green
- Orange
- Purple
- **Blue (page 63)**

**Question No: 20 (Marks: 1) - Please choose one**

---

Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- **a typical monitor**
- a typical speaker
- a typical processor

**Question No: 21 (Marks: 1) - Please choose one**

---

Which of the following requires less cognitive effort than others?

- **Listening (page 87)**
- Speaking
- Hearing

➤ *None of the given*

**Question No: 22 (Marks: 1) - Please choose one**

---

We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_  
(respectively).

➤ **Process, Tools (page 23)**

➤ Tools, Process

➤ Tools, Methodology

➤ None of these

**Question No: 23 (Marks: 1) - Please choose one**

---

Which of the following is not true regarding “cones”?

➤ **A type of receptor in eye more sensitive to light (page 56)**

➤ Different types of cones are sensitive to different wavelengths of light

➤ Eye has approximately 6 million cones

**Question No: 24 (Marks: 1) - Please choose one**

---

Which of the following does not count as one of the advantages of computers?

➤ Computers are enabling new discoveries

➤ Leading to efficiencies

➤ Making our life convenient

**Question No: 25 (Marks: 1) - Please choose one**

---

The gulf of execution refers to \_\_\_\_\_ .

The user's difficulty in understanding the feedback from the system The system's difficulty in presenting information in the output language

**The system's difficulty in converting an input expression into the correct system state transition**  
The user's difficulty in formulating and articulating an intention to the system

**Question No: 26 (Marks: 1) - Please choose one**

---

Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation? (i) Effectiveness (ii) Efficiency (iii) Fault tolerance (iv) Satisfaction

Select correct option:

**(i) & (ii) (page 31)**

(i), (ii) & (iv)

(ii) & (iii)

(ii) & (iv)

**Question No: 27 (Marks: 1) - Please choose one**

---

Which of the following is not true?

- *Utility refers to the functionality of a system*
- ***Usability is concerned with adding complexity to the system (page 31)***
- *Usability is concerned with making systems easy to use*
- *Poorly designed computer system can be extremely annoying to users*

**Question No: 28 (Marks: 1) - Please choose one**

---

The command line interface is used because:

- *It is easy to understand*
- *It is demanded by DOS*
- *It is offered by UNIX systems*
- ***It is powerful and flexible (page 127)***

**Question No: 29 (Marks: 1) - Please choose one**

---

Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- ***It is a very general goal and refers to how good a system at doing what it is suppose to do. (page 31)***
- *It refers to the way a system supports users in carrying out their tasks.*
- *It involves protecting the users from dangerous conditions*
- *It involves protecting the users from undesired situations*

**Question No: 30 (Marks: 1) - Please choose one** Which of the following is not one of the primary colors?

---

- Red
- Yellow
- Blue
- **Green (page 63)**

**Question No: 31 (Marks: 1) - Please choose one**

---

Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- **Psychology (page 43)**
- Sociology
- Statistics
- Computer Science

**Question No: 32 (Marks: 1) - Please choose one**

---

HCI deals with:

- Design of interactive system only
- Evaluation of interactive system only
- Implementation of interactive system only
- **All of the given choices (page 15)**

**Question No: 33 (Marks: 1) - Please choose one**

---

*Human beings interact with outside world, using their*

- *input channels*
- *output channels*
- *sense of sight*
- ***All of the given (page 54)***

**Question No: 33 (Marks: 1) - Please choose one**

---

*We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).*

- ***Process, Tools (page 23)***
- *Tools, Process*
- *Tools, Methodology*
- *None of these*

**Question No: 34 (Marks: 1) - Please choose one**

---

*Visually impaired persons can interact with outside world using their*

- *Sense of sight*
- *Sense of hearing*
- ***Both sense of touch and sense of hearing***
- *Sense of touch*

**Question No: 35 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available

- Reasoning
- Decision Making
- **Attention (page 76)**

**Question No: 36 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping (page 107)**

**Question No: 37 (Marks: 1) - Please choose one**

---

. \_\_\_\_\_ plays a role to bridge up the gap between the interfaces of machines and human understanding.

- **Human computer Interaction (page 14)**
- Software Engineering



**Question No: 38 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness (page 31)**
- Efficiency
- Utility

**Question No: 39 (Marks: 1) - Please choose one**

---

. \_\_\_\_\_ is what goes on in our heads when we carry out our everyday activities?

- **Cognition (page 47)**
- Learnability
- Memorability

**Question No: 40 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning (page 89)**
- Problem Solving

**Question No: 41 (Marks: 1) - Please choose one**

---

\_\_\_\_\_research helps us understand the domain, context and constraints of a product in different, more useful ways than \_\_\_\_\_research do.

➤ **Qualitative, Quantitative (page 167)**

➤ Quantitative, Qualitative

➤ None of them

**Question No: 42 (Marks: 1) - Please choose one**

---

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.

➤ Paper work and computer work

➤ Spatial and temporal organizations

➤ **Organizational memory (page 176)**

➤ None of these

**Question No: 43 (Marks: 1) - Please choose one**

---

Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

➤ Physical

➤ Logical

➤ **Cultural (page 106)**

➤ None of these

**Question No: 44 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- *Visibility*
- *Affordance (page 105)*
- *Constraint*
- *None of these*

**Question No: 45 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ minimizes errors.

- *Affordance*
- *Visibility (page 104)*
- *Constraints*
- *None of these*

**Question No: 46 (Marks: 1) - Please choose one**

---

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- *Pitch*
- *Loudness (page 70)*
- *Timber*
- *None of these*

**Question No: 47 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

**Question No: 48 (Marks: 1) - Please choose one**

---

The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

**Question No: 49 (Marks: 1) - Please choose one**

---

A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette (page 133)**

➤ *Title bar*

**Question No: 50 (Marks: 1) - Please choose one**

---

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

**Question No: 51 (Marks: 1) - Please choose one**

---

During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

**Question No: 52 (Marks: 1) - Please choose one**

---

Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started:

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

**Question No: 53 (Marks: 1) - Please choose one**  
**Models are used in design to,**

---

- *Generate the design*
- *Evaluate the design*
- ***Generate and evaluate the design (page 185)***
- *None of the given*

**Question No: 54 (Marks: 1) - Please choose one**  
**What is a semantic network?**

---

- ***A model of long-term memory (page 82)***
- *A record of our memory of events*
- *The part of the brain which allows us to remember things*
- *A mechanism for improving memory*

**Question No: 55 (Marks: 1) - Please choose one**

---

*Which are the most significant senses for the average person when it comes to interacting with a computer?*

- *Sight and hearing*
- *Hearing, touch and smell*
- *Hearing and touch*
- ***Sight, hearing and touch (page 54)***

**Question No: 56 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ refers to the way a system supports users in carrying out their tasks.

- **Efficiency (page 31)**
- Effectiveness
- Utility

**Question No: 57 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors (page 51)**

**Question No: 58 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

- **Written, spoken (page 87)**
- Spoken, written
- None of the given choices

**Question No: 59 (Marks: 1) - Please choose one**

---

Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic

- *Tactical (page 143)*
- *None of the given choices*

**Question No: 60 (Marks: 1) - Please choose one**

---

*The Usability Engineering lifecycle was proposed by \_\_\_\_\_.*

- *Deborah Mayhew (page 153)*
- *Webster*
- *Barry Boehm*
- *Hartson*

**Question No: 61 (Marks: 1) - Please choose one**

---

*Ali wants to develop an application that incorporates print, audio video media and software applications on a single place. Which of the following will help in this regard?*

- *MS World*
- *Worldwide Web (page 305)*
- *Television Newspaper*

**Question No: 62 (Marks: 1) - Please choose one**

---

*Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.*

- *Analytic mode, synthetic mode (page 153)*
- *Evaluation mode, testing mode*
- *Analyze mode, feedback mode*

➤ *Implementation mode, task mode*

**Question No: 63 (Marks: 1) - Please choose one**

---

Scenario content and context are derived from information gathered during the \_\_\_\_\_ phase and analyzed during the \_\_\_\_\_ phase (respectively).

- *Modeling, Implementation*
- *Modeling, Research*
- *Research, Implementation*
- ***Research, Modeling (page 199)***

**Question No: 64 (Marks: 1) - Please choose one**

---

Ali requires access via a navigational portal relatively infrequently that provides clear, simple navigational control. Which of the following posture is appropriate in this case?

- *Auxiliary*
- ***Transient (page 231)***
- *Information*
- *Sovereign*

**Question No: 65 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ are dragged down from the title at the top of the screen.

- ***Pull Down Menus (page 132)***
- *Main Menus*
- *Icons*

- *Buttons*

**Question No: 66 (Marks: 1) - Please choose one**

---

When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- *Focused Attention*
- *Voluntary Attention (page 78)*
- *Involuntary attention*
- *Divided Attention*

**Question No: 67 (Marks: 1) - Please choose one**

---

Drive a vehicle while holding a conversation with a passenger is the example of \_\_\_\_\_ .

- *Focused Attention*
- *Voluntary Attention*
- *Involuntary attention*
- *Divided Attention (page 78)*

**Question No: 68 (Marks: 1) - Please choose one**

---

GOMS stands for:

- *Goals, operation, methods and selection rules (page 50)*
- *Goals, objects, models and selection rules*
- *Goals, operations, methods and state rules*

➤ *Goals, operations, models and state rules*

**Question No: 69 (Marks: 1) - Please choose one**

---

Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation
- All of the given (page 59)

**Question No: 70 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals
- End goals (page 192)
- Experience goals
- Life goals

**Question No: 71 (Marks: 1) - Please choose one** Persona is not context specific, so it can be reused easily.

---

- True
- False (page 189)

**Question No: 72 (Marks: 1) - Please choose one**

---

In an email application configuring a new email server is a key path activity.

- True (page 207)

- *False*

**Question No: 73 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ are perhaps the least-documented patterns, but they are nonetheless in widespread use.

- *Postural*
- *Structural (page 217)*
- *Behavioral*
- *Mnemonic*

**Question No: 74 (Marks: 1) - Please choose one**

---

The way people carry out an activity in the real world is same as how it may be observed in the laboratory

- *True*
- *False (page 256)*

**Question No: 75 (Marks: 1) - Please choose one**

---

Engineering a user interface involves a quantitative engineering style of working in which measurements are used to judge the quality of interface. Hence \_\_\_\_\_ is appropriate.

- *Usability testing (page 264)*
- *Field study*
- *Predictive evaluation*

➤ *DECIDE framework*

**Question No: 76 (Marks: 1) - Please choose one**

---

Exploring how children talk together in order to see if an innovative new groupware product would help them to be more engaged would probably be better informed by a \_\_\_\_\_.

- Usability testing
- **Field study (page 264)**
- Predictive evaluation
- DECIDE framework

**Question No: 77 (Marks: 1) - Please choose one**

---

Beneath the surface is the \_\_\_\_\_ of the site: the placement of buttons, tabs, photos, and blocks of text.

- Surface
- Structure
- **Skeleton (page 306)**
- Scope

**Question No: 78 (Marks: 1) - Please choose one**

---

Roughly \_\_\_\_\_ percent of the male population has some degree of color blindness.

- **10 (page 358)**
- 20
- 30
- 40

**Question No: 79 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

➤ **Buttons (page 133)**

➤ Pointers

➤ Menus

➤ Windows

**Question No: 80 (Marks: 1) - Please choose one**

---

The \_\_\_\_\_ function came into being as the result of the implementation model for undo

➤ **Redo (page 314)**

➤ Undo

➤ Repeat

➤ Delete

**Question No: 81 (Marks: 1) - Please choose one**

---

If the user wants to \_\_\_\_\_ place the document somewhere in the file system hierarchy, he can request this function from the menu.

➤ **Explicitly (page 327)**

➤ Implicitly

➤ Habitually

➤ *Properly*

**Question No: 82 (Marks: 1) - Please choose one**

---

Design of user interfaces does not entirely \_\_\_\_\_ aesthetic concerns, but rather it places

such' concerns within the constraints of a \_\_\_\_\_ framework.

- *Include, Functional*
- *Exclude, Functional (page 343)*
- *Include, Non-Functional*
- *Exclude, Non-Functional*

**Question No: 83 (Marks: 1) - Please choose one**

---

When developing \_\_\_\_\_, plan to keep them short, straightforward and avoid asking too many.

- *Videos*
- *Documentation*
- *Interview CS408 Questions (page 371)*
- *Contextual enquiry*

**Question No: 84 (Marks: 1) - Please choose one**

---

Conventional wisdom says that \_\_\_\_\_ tell the user when he has made some mistake.

- *Program crash*
- *System stuck*
- *Error messages (page 382)*

- *Metadata*

**Question No: 85 (Marks: 1) - Please choose one**

---

People frequently counter the idea of \_\_\_\_\_feedback with arguments that users don't like it

- ***Audible (page 393)***

- *Video*
- *Walkthroughs*
- *CS408 Questions*

**Question No: 86 (Marks: 1) - Please choose one**

---

\_\_\_\_\_environments are environments that are user and context aware.

- *Non-attentive*
- *Visual*
- *Sensing*
- ***Attentive (page 418)***

**Question No: 87 (Marks: 1) - Please choose one**

---

User personas that are not primary or secondary are \_\_\_\_\_ personas.

- *Served*
- *Negative*

➤ *Customer*

➤ *Supplemental (page 196)*

**Question No: 88 (Marks: 1) - Please choose one**

---

Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation (page 99)**
- Execution
- None of these

**Question No: 89 (Marks: 1) - Please choose one**

---

The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

- **Physical (page 106)**
- Logical
- Cultural
- None of these

**Question No: 90 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative (page 166)**
- SME
- None of these

**Question No: 91 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is the least technical way of collecting data, but it can be difficult and tiring to write and observe at the same time.

- Audio recording
- **Taking notes (page 365)**
- Observation
- Video

**Question No: 92 (Marks: 1) - Please choose one**

---

Panes, frames and other containers on screen is a kind of \_\_\_\_\_

- **Functional and data elements (page 206)**
- View
- Input method
- None of the given

**Question No: 93 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information.

- Co-discovery
- **Active intervention (page 276)**
- Splendid research

➤ *None of the given*

**Question No: 94 (Marks: 1) - Please choose one**

---

Information sites with daily-updated information will naturally attract \_\_\_\_\_ users more than a monthly-updated site.

➤ **Repeat (page 229)**

- Infrequent
- Nonuser
- None of the given

**Question No: 95 (Marks: 1) - Please choose one**

---

Evaluations done during design to check that product continues to meet users' needs are known as

\_\_\_\_\_ evaluation.

➤ **Formative (page 258)**

- Summative
- Relative
- None of the given

**Question No: 96 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ frequent your primary personas access the site, \_\_\_\_\_ transient a stance

the site needs to take (respectively).

➤ **More, Less**

➤ **Less, more (page 230)**

➤ **Less, less**

- *None of the given*

**Question No: 97 (Marks: 1) - Please choose one**

---

*In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.*

- *Paper work and computer work*
- *Spatial and temporal organizations*
- *Organizational memory (page 176)*
- *None of these*

**Question No: 98 (Marks: 1) - Please choose one**

---

*Currently many common environments for interactive computing are examples of the \_\_\_\_\_ interface style, often simply called windowing systems.*

- *Three-dimensional*
- *WIMP (page 129)*
- *Point and click*
- *None of these*

**Question No: 99 (Marks: 1) - Please choose one**

---

*Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.*

- *Physical*
- *Logical*

➤ *Cultural (page 106)*

➤ *None of these*

**Question No: 100 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- *Visibility*
- *Affordance (page 105)*
- *Constraint*
- *None of these*

**Question No: 101 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ minimizes errors.

- *Affordance*
- *Visibility (page 104)*
- *Constraints*
- *None of these*

**Question No: 102 (Marks: 1) - Please choose one**

---

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- *Pitch*
- *Loudness (page 70)*
- *Timber*
- *None of these*

**Question No: 103 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- **Human Computer Interaction (page 14)**
- None of these

**Question No: 104 (Marks: 1) - Please choose one**

---

The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- **Primary (page 159)**
- Secondary
- Supplement
- Negative

**Question No: 105 (Marks: 1) - Please choose one**

---

A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- **Button**
- Pointer

➤ *Palette (page 133)*

➤ *Title bar*

**Question No: 106 (Marks: 1) - Please choose one**

---

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- Primary
- Secondary
- **Served (page 159)**
- Negative

**Question No: 107 (Marks: 1) - Please choose one**

---

During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- **Modeling, analysis (page 159)**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

**Question No: 108 (Marks: 1) - Please choose one**

---

The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

**Question No: 109 (Marks: 1) - Please choose one**

---

Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

**Question No: 110 (Marks: 1) - Please choose one**

---

Models are used in design to

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

**Question No: 111 (Marks: 1) - Please choose one**

---

What is a semantic network?

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

**Question No: 112 (Marks: 1) - Please choose one**

---

Which are the most significant senses for the average person when it comes to interacting with a computer?

- *Sight and hearing*
- *Hearing, touch and smell*
- *Hearing and touch*
- *Sight, hearing and touch (page 54)*

**Question No: 113 (Marks: 1) - Please choose one**

---

In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.

- *Paper work and computer work*
- *Spatial and temporal organizations*
- *Organizational memory (page 176)*
- *None of these*

**Question No: 115 (Marks: 1) - Please choose one**

---

Currently many common environments for interactive computing are examples of the \_\_\_\_\_ interface style, often simply called windowing systems.

- *Three-dimensional*
- *WIMP (page 129)*
- *Point and click*

- *None of these*

**Question No: 116 (Marks: 1) - Please choose one**

---

Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

- *Physical*
- *Logical*
- *Cultural (page 106)*
- *None of these*

**Question No: 117 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- *Visibility*
- *Affordance (page 105)*
- *Constraint*
- *None of these*

**Question No: 118 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ minimizes errors.

- *Affordance*
- *Visibility (page 104)*
- *Constraints*

➤ *None of these*

**Question No: 119 (Marks: 1) - Please choose one**

---

Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- Pitch
- Loudness (page 70)
- Timber
- None of these

**Question No: 120 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- Human
- Computer
- Human Computer Interaction (page 14)
- None of these

**Question No: 121 (Marks: 1) - Please choose one**

---

The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- Primary (page 159)
- Secondary
- Supplement
- Negative

**Question No: 122 (Marks: 1) - Please choose one**

---

A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- *Button*
- *Pointer*
- *Palette (page 133)*
- *Title bar*

**Question No: 123 (Marks: 1) - Please choose one**

---

The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- *Primary*
- *Secondary*
- *Served (page 159)*
- *Negative*

**Question No: 124 (Marks: 1) - Please choose one**

---

During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- *Modeling, analysis (page 159)*
- *Analysis, modeling*
- *Testing, modeling*

➤ *Testing, Analysis*

**Question No: 125 (Marks: 1) - Please choose one**

---

The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

- **Deborah Mayhew (page 153)**
- Webster
- Barry Boehm
- Hartson

**Question No: 126 (Marks: 1) - Please choose one**

---

Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started

- Incremental
- **Linear (page 149)**
- Iterative
- Analytical

**Question No: 127 (Marks: 1) - Please choose one**  
**Models are used in design to**

---

- Generate the design
- Evaluate the design
- **Generate and evaluate the design (page 185)**
- None of the given

**Question No: 128 (Marks: 1) - Please choose one**  
**What is a semantic network?**

---

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

**Question No: 129 (Marks: 1) - Please choose one**

---

*Which are the most significant senses for the average person when it comes to interacting with a computer?*

- **Sight and hearing**
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch (page 54)**

**Question No: 130 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- **Visibility**
- **Affordance (page 105)**
- Constraint
- None of these

**Question No: 131 (Marks: 1) - Please choose one**  
**What is a semantic network?**

---

- **A model of long-term memory (page 82)**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

**Question No: 132 (Marks: 1) - Please choose one**

---

You can load a VCR tape the right way because of \_\_\_\_\_.

- **Physical constraints (page 106)**
- Logical constraints
- Cultural constraints
- None of these

**Question No: 133 (Marks: 1) - Please choose one**

---

A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of \_\_\_\_\_ Design Principle.

- Visibility
- **Affordance (page 105)**
- Mapping

- *None of these*

**Question No: 134 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ aspect gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

A. Efficient. B. Strategic. C. Tactical. D. Reliable.

Select correct option:

- *Only A*
- *Only C (page 143)*
- *A and C*
- *B and D*

**Question No: 135 (Marks: 1) - Please choose one**  
"Mistakes" and "Slips" are two forms of:

---

- *Errors (page 100)*
- *Goals*
- *Evaluation*
- *Objectives*

**Question No: 136 (Marks: 1) - Please choose one**

---

Ergonomics is also called\_\_\_\_\_.

- Assembly
- **Human Factors (page 43)**
- Both
- None of the Given

**Question No: 138 (Marks: 1) - Please choose one**

---

User and system has its own unique language, the language used by the system is called\_\_\_\_\_

- **Core (page 123)**
- Task
- Both
- None of the above

**Question No: 139 (Marks: 1) - Please choose one**

---

Choice of operations and services are offered on the screen through\_\_\_\_\_

- Pointers
- Toolbars
- **Menus (page 131)**
- None of the given

**Question No: 140 (Marks: 1) - Please choose one**

---

You are given 4 cards displaying 4, E, 7 and K respectively, and you are told that if a card has a vowel on one side it has an even number on the other. Which cards would you have to turn over to check whether this is the case?

- E and 4
- E and 7
- **E, 4 and 7**
- 4, E, 7 and K

**Question No: 141 (Marks: 1) - Please choose one**

---

Which of the following is true regarding "Visibility"?

**The more visible functions are, the more likely users will be able to know what to do next. (page 104)**

The more visible functions are, the less likely users will be able to know what to do next.

Functions visibility and user knowing of what to do next, are not related to each other

None of the given

**Question No: 142 (Marks: 1) - Please choose one**

---

What will be the gulf of execution if the user is able to formulate and perform the actions easily?

- **Smaller (page 122)**
- Greater
- Balanced
- None of the Given

**Question No: 143 (Marks: 1) - Please choose one**

---

Certain factors that help us to interact with graphical based systems is\_\_\_\_\_ .

- Indirect manipulation
- **Direct manipulation (page 36,137)**
- Both
- None of the given

**Question No: 144 (Marks: 1) - Please choose one**

---

Which interface system is based on the question/answer dialogue?

- Command Line Interfaces
- **Query interfaces (page 128)**
- Menus
- Natural Language Interfaces

**Question No: 145 (Marks: 1) - Please choose one**

---

Taking some real world concept to perform different tasks that represent some idea, inside the computer is type of\_\_\_\_\_ .

- **Direct Manipulation (page 125,137)**
- Desktop metaphors
- Central processing unit
- None of the given

**Question No: 146 (Marks: 1) - Please choose one**

---

Example of form fill interface is \_\_\_\_\_.

- A dialog box
- Pop up menus
- **Data entry form on some university web**
- All of the given

**Question No: 147 (Marks: 1) - Please choose one**

---

Building things from user's perspective is called \_\_\_\_\_.

- Functionality
- **Usability (page 31)**
- Portability
- None of the given

**Question No: 148 (Marks: 1) - Please choose one**

---

A small picture that is used to represent a closed window is said to be a/an:

- Menu
- Toolbar
- status bar



**Question No: 149 (Marks: 1) - Please choose one**

---

*Form-filling interfaces are used for:*

➤ **Data entry (page 128)**

➤ *Data integration*

➤ *Data manipulation*

➤ *Data definition*

**Question No: 150 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is an early release of a product to a few users.

*Surveys*

**Beta test (page 271)**

*Focus*

**Question No: 151 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ has a goal of assessing whether the product works according to its specifications.

*Trunk Test*

**Quality assurance (page 270)**

**Question No: 152 (Marks: 1) - Please choose one**

---

*In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.*

*Active Intervention*

***Co-Discovery (page 276)***

*Trunk test*

**Question No: 153 (Marks: 1) - Please choose one**

---

*What site is this”, Statement represents\_\_\_\_\_.*

*Folder*

***Site ID (page 296)***

*Scroll bar*

**Question No: 154 (Marks: 1) - Please choose one**

---

*In DECIDE frame work \_\_\_\_\_comes just after choosing the evaluation paradigm and techniques.*

➤ ***Deciding about ethical issues (page 265)***

➤ *Exploring the questions*

➤ *Identifying the practical issues*

➤ *None of the given*

**Question No: 155 (Marks: 1) - Please choose one**

---

*Formal methods are used to represent:*

- *Architectural aspects of software systems only*
- *Procedural aspects of software systems only*
- ***Both architectural and procedural aspects of software systems (page 21)***
- *None of the given*

**Question No: 156 (Marks: 1) - Please choose one**

---

*The colors, which are directly opposite to each other are said to be:*

- ***Complementary colors (page 64)***
- *Analogous colors*
- *Primary colors*
- *Secondary colors*

**Question No: 157 (Marks: 1) - Please choose one**

---

*Which of the following is true about Short-Term memory?*

- ***Short-term memory has a limited capacity. (page 80)***
- *Short-term memory has an unlimited capacity.*
- *Short-term memory has no capacity.*
- *Short-term memory has large but limited capacity.*

**Question No: 158 (Marks: 1) - Please choose one**

---

*Which of the following is not one of the goals of HCI?*

- *To produce usable systems*
- *To produce safe systems*
- *To produce non-functional systems (page 30)*
- *To improve effectiveness of the systems*

**Question No: 159 (Marks: 1) - Please choose one** According to Juran, the fitness for purpose or use, is said to be

---

- *Usability*
- *Efficiency*
- *Reliability*
- *Quality (page 39)*

**Question No: 160 (Marks: 1) - Please choose one**

---

*Which of the given statements correctly defines efficiency in terms of one of the usability goals?*

- *It is a very general goal and refers to how good a system at doing what it is suppose to do.*
- *It refers to the way a system supports users in carrying out their tasks. (page 31)*
- *It involves protecting the users from dangerous conditions*
- *It involves protecting the users from undesired situations*

**Question No: 161 (Marks: 1) - Please choose one**

---

Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because \_\_\_\_\_.

- Numbers are easier to remember than arbitrary characters.
- **The grouping of the numbers is significant**
- Ten numbers is not that many to have to remember from working memory.
- None of these

**Question No: 162 (Marks: 1) - Please choose one**

---

Which of the following is considered as the most complex species?

- **Humans (page 18)**
- Computers
- Animals
- Birds

**Question No: 163 (Marks: 1) - Please choose one**

---

Which of the following is the statement given by "Novatech" as a result of a survey on the embarrassing experiences of computers?

- One in every four computers has been physically attacked by its owner
- Every computer can be saved from any type of physical attacks
- Every computer is attacked physically one in its life time
- **One in every four computers has been physically attacked by some outside source (page 24)**

**Question No: 164 (Marks: 1) - Please choose one**  
**Which of the following is/are goal(s) of usability?**

---

- Effectiveness
- Efficiency
- Safety
- **All of the given (page 31)**

**Question No: 165 (Marks: 1) - Please choose one**

---

XYZ Ltd is well reputed software house; they make a significant investment in building -----  
----- that encourages greater customer loyalty.

- Visual Symbols
- Grouping
- **Brand Equity (page 353)**
- Harmony

**Question No: 166 (Marks: 1) - Please choose one**  
**What are the three types of reasoning?**

---

- **Deductive, Productive and Inductive (page 89)**
- Adductive, Inductive and Deductive
- Inductive, Adductive and Reproductive
- Productive, Reproductive and Deductive

**Question No: 167 (Marks: 1) - Please choose one**

---

\_\_\_\_\_ is a usability test in which a member of the test team sits in the room with the participant and actively probes the participant's understanding of whatever is being tested.

- Co discovery
- **Active intervention (page 276)**
- Trunk test

**Question No: 168 (Marks: 1) - Please choose one**

---

Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called \_\_\_\_\_.

- **Quality (page 40)**
- Effectiveness
- Standard
- Quantity

