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CS408 Quiz 3 File by Tanveer Online Academy

- **The secret to designing a successful undo system is to make sure that it supports typically _____ tools. Used**
- **The _____ is like a building name for a Web site. The Site ID or logo**
- **What is a multimedia system? A human-computer interface that provides a discrete interaction with digital, pre-recorded text, audio, graphics and video.**
- **Which of the following can be varied to distinguish controls from the background or to group controls logically?**
  A) dimensionality of affordance
  B) hue
  C) saturation Ans: A, B, C
- **Errors are generally _____, incorrect actions. Single**
- **_____ is an early release of a product to a few users. Beta test**
- **"What site is this", statement represents _____. Site ID**
- **_____ has a goal of assessing whether the product works according to its specifications. Quality assurance**
- **The _____ is given structure on the software side through interaction design. Scope**
- **Amazon's single row of tabs required only _____ graphics per page. Two**
- **When the user mistypes, the key _____ "undoes" the erroneous characters. Backspace**
- **_____ is particularly useful early in design. It is excellent technique to use with the prototype, because it provides a wealth of diagnostic information. Active intervention**
- **_____ is the remarkable facility that lets us reverse a previous action. Undo**
- **In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks. Co-Discovery**
- **Which of the following depicts the shape of a check box? Square**
- **What is orientation? A type of spatial control**
- **The contrast of size is usable particularly in display of: Quantitative information**
- **Figuring out "where you are" on the Web is called _____. Web Navigation**
- **Web designers use the term _____to describes the set of navigation elements that appear on every page of a site. Persistent navigation or global navigation**
- **The skeleton plane breaks down into _____ components. Three**
- **Global Navigation system is also called. Persistent Navigation**
- **Which one is not a characteristic of usability test? The participants do not represent real users**
- **Programs that are best used full-screen, monopolizing the user's attention for long periods of time, are _____ posture application. Sovereign**
- **_____ is needed to check that users can use the product and like it. Evaluation**

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- **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**
- **Transactional sites that are used for a significant part of an employee's job should be considered full _____ applications. Sovereign**
- **Because the user's interaction with a _____ program dominates his session at the computer, the program shouldn't be afraid to take as much screen real estate as possible. Sovereign**
- **Global Navigation system is also called_____. Persistent Navigation**
- **_____ and _____ are the same things. Excise and Navigation**
- **Figuring out "where you are" on the Web is called _____. Web Navigation**
- **Evaluations done during design to check that product continues to meet users' needs are known as _____ evaluation. Formative**
- **_____ 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. Active intervention**
- **If the product is new then _____ time is usually invested in market research. Moderate**
- **The _____ suggests identifying goals and questions first before selecting techniques for the study. DECIDE framework**
- **_____ is the extra work that satisfies the needs to achieve our objective. Excise**
- **Navigation represents excise except in _____. Game**
- **Overviews serve a similar purpose to _____ in an interface. Signposts**
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"Mistakes" and "Slips" are two forms of	**Errors**
_____ reasoning derives the logically necessary conclusion from the given premises.	**Deductive**
A small picture that is used to represent a closed window is said to be a/an	**Icon**
Which are the most significant senses for the average person when it comes to interacting with a computer?	**Sight, hearing and touch**
The term mental model was first developed in the early 1640s by _____ .	**Kenneth Craik**
Choice of operations and services are offered on the screen through _____.	**Menus**

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If we want to access remote system/terminal to work on_____ , protocol is being used;	**Telnet**
Learning can be considered in two terms as: **A) Procedural and Declarative** **B) Cognitive and Reflective** **C) Distributive and Inductive**	**Only A**
With in the display there is an isolated region to call upon a specific operation by the user is called _____.	**Button**
Certain factors that help us to interact with graphical based systems is _____.	**Direct**
The process of linking and manipulating multimedia representations at the interface is called _____.	**Dyna-linking**
Learned helplessness and taught helplessness are _____.	**reasons for self-blaming**
_____ is a suitable input type, if there is a large amount of data to be generated.	**Speech input**
What is the fourth step in defining the requirements with respect to persona-based design?	**Constructing the context scenario**
Recalling password is _____ work.	**Mnemonic**
To make an appointment you need to see a calendar and possibly contacts you might incorporate all these together, due to _____.	**View**
_____ are concise narrative descriptions of one or more personas using a product to achieve a specific goal.	**Persona-based scenario**

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If the user requires access via a navigational portal relatively infrequently, the appropriate posture is _____.	**Transient**
Goal-oriented context scenarios are _____ task-oriented than key path scenario.	**Less**
In DECIDE frame work _____ comes just after choosing the evaluation paradigm and techniques.	**Deciding about ethical issues**
_____ frequent your primary personas access the site, _____ transient a stance the site needs to take (respectively).	**Less, more**
Number of keystrokes is the type of _____ work.	**Physical**
_____ is the extra work that satisfies the needs to achieve our objective.	**Excise**
What is the second step in defining the requirements with respect to persona-based design?	**Brainstorming**
_____ applications are great platforms for creating an environment rich in visual feedback for the user.	**Sovereign**
Which of the following is least likely to be revealed by a paper prototype?	**Toolbar buttons are too small to press.**
_____ capture the non-verbal dialogue between artifact and user over time.	**Scenario**
In usability test, which is a technique from given below options, in which you have two participants work together to perform the tasks.	**Co-Discovery**
The _____ phase sets the stage for the core of the design effort.	**Requirement definition**
_____ are perhaps the least-documented patterns, but they are nonetheless in widespread use.	**Structural**
_____ patterns can be applied at the conceptual level.	**Postural**

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Scenario content and context are derived from information gathered during the _____ phase and analyzed during the _____ phase (respectively)	**Research, modeling**
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 _____.	**Field study**
Panes, frames and other containers on screen is a kind of _____.	**Functional and data elements**
Information sites with daily-updated information will naturally attract repeat users more than a _____ site.	**Monthly-updated**
Desktop applications fit into _____ categories of posture.	**Four**
Which one of the following statements is true?	**A patent must be registered in order to gain protection.**
_____ aspect guides us to think about user interface idioms in other words, the way in which the user and the idiom interact **A. Efficient.** **B. Strategic.** **C. Tactical.** **D. Reliable.**	**Only B**
Up and down arrows used to represent the up and down movement of the cursor, respectively, on a computer keyboard is the example of _____.	**Mapping**
The way, an external disk can be placed into a disk drive is an example of _____.	**Physical Constraint**

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Currently, many common environments for interactive computing are examples of the _____ interface style, often simply called windowing systems.	**WIMP**
Requirements specification involves **A. Capturing the functional requirements of the system architecture** **B. Eliciting information about the work domain from the customer** **C. Capturing the non-functional requirements of the system architecture** **D. Translating the natural language of the work domain into an executable form**	**Only B**
_____ refers to the relationship between controls and their effects in world.	**Mapping**
"The model people have of themselves, others, the environment, and the things with which they interact" is the definition of _____.	**Mental Model**
Trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is an example of _____.	**Mistake**
Interpreting the perception means **a) Determine mapping from system state to interpretation** **b) Determining mapping from intention to physical movement** **c) Tell if system is in desired state**	**only a**
A software process model known as ---------- because the output of each process tumbles down neatly to the next activity.	**Waterfall model**
Gulf of _____ is the difference between the user's formulation of the actions to reach the goal and the actions allowed by the system	**Execution**

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The ---------- software model is take a user-centered view and to minimize the risk caused by requirements changing during the development of the project.	**Rapid Application Development (RAD) model**
Taking some real world concept to perform different tasks that represent some idea inside the computer is type of _____.	**Direct Manipulation**
Requirement analysis phase covered following tasks except----------.	**Work re-engineering**
A qualitative research helps us to understand following except ----------.	**Statistical data analysis of the survey and observational data**
Which of the following is software Lifecycle model, where result(s) must be evaluated at the completion of each activity?	**Star Lifecycle Model**
User and system has its own unique language, the language used by the user is called _____.	**Core**
Which of the following can serve as the most appropriate alternate to "mouse"?	**touch pad**
Form-filling interfaces are used for	**data entry**
Ergonomics is also called _____.	**Human Factors**
Which of the following best describes a stakeholder? **A. A person who uses an interactive computer system** **B. A person who has invested time or money in developing an interactive computer system.** **C. A person who receives output from or provides input to an interactive computer system.**	**B**

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D. A person who is affected by the success or failure of an interactive computer system	
Which of the following is true regarding "Visibility"?	**a) The more visible functions are, the more likely users will be able to know what to do next.**
Models are used in design to _____.	**Generate and evaluate the design**
Consistent interfaces refers to _____ for achieving similar tasks. A) have similar operations B) use similar elements C) have different operations	**Both A and B**
Building things from user's perspective is called _____.	**Usability**
Which interface systems are based on the question/answer dialogue?	**Query interfaces**
"Restricting the kind of user interaction that can take place at a given moment in time" is _____.	**Constraint**
The workflow models and organizational charts, fall under the following ethnographic framework.	**Plans and procedures**
Which interface systems are based on the question/answer dialogue?	**Query interfaces**
During _____ phase, usage and workflow patterns discovered through _____(respectively)	**Modeling, analysis**
Which of the following is a flaw in waterfall model?	**requirements change over time**
The comparison of what happened in the world with what we wanted to happen is called _____.	**Evaluation**

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_____ is mostly used for mail sorting and recording transcripts of proceeding in law courts.	**Chord keyboard**
The aim of an ethnographic study is to make the _____ design into _____design (respectively).	**Implicit, explicit**
The ---------- is an approach in which users are observed as they go about their normal routine activities.	**Ethnographic**
What will be the gulf of execution if the user is able to formulate and perform the actions easily?	**Smaller**
In which of the following Qualitative research technique, you will need to understand: **• Their goals in purchasing the product** **• Their frustrations with current solutions**	**User and customer interviews**
Which of the following is used to toggle between two states?	**radio buttons**
Which of the following is/are aspect(s) of human action?	**execution and evaluation**
Social science and usability texts are full of methods and techniques for conducting _____ research.	**Qualitative**
Which of the following is a text entry device?	**Keyboard**
In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.	**Organizational memory**
The _____ model should match the _____ model.	**Conceptual, mental**
If system image does not make design model clear and consistent, then user will have wrong _____.	**d) Both a and c**
User and system has its own unique language,the language used by the system is called _____.	**Core**

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The most frequent errors are _____, especially in well-learned behavior.	**b) Slips**
The ---------- approach to design is the assumption that product must balance business and engineering concerns with user's needs and goals.	**Goal-Directed**
Subject matter experts (SME) are	**Expert**
_____ 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.**	**Only C**
During the _____ phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models	**Modeling**
What do you see yourself doing say five years from now is an example of _____.	**Attitude-oriented questions**
What do you procrastinate on? is type of _____.	**Avoidance**
What are the most common things you do with the product is a type of _____.	**Goal-oriented question**
There can only be one _____ persona per interface for a product.	**Primary**
What do you enjoy most about your job (or lifestyle) is an example of _____.	**Attitude-oriented questions**

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_____ personas address the needs of customers, not end users.	**Customer**
The user's expectations of the tangible outcomes of using aspecific product are represented by:	**End Goal**
_____ represents the Early-phase of ethnographic interviews.	**Clarifying questions**
Good interface standards _____. **A) Can lead to reduced maintenance costs** **B) Can improve reuse of design** **C) Can improve reuse of code**	**A, B and C**
Which of the following should be removed from a good design?	**Ambiguity & Complexity**
Which of the following is not the mistreatment of colors?	**Adequate contrast**
Figuring out "where you are" on the Web is called _____.	**Web Navigation**
Which of the following should not be a feature of an Icon?	**maximizing the number shades**
Which of the following is not true about colors?	**Consistent use of colors in signposts can cause users slowly navigate**
Which of the following should be avoided for making an interface visually pleasant?	**Follow an irregular grid structure**
Which of the following will result in using proper contrast? **A) Visual patterns that users register and remember**	**A, B and C**

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B) Provides a gross means of indicating the most important elements in an interface's visual hierarchy **C)Provides a gross means of indicating the least important elements in an interface's visual hierarchy**	
Which of the following should be avoided for making easy and pleasurable interfaces?	**Visual noise and clutter**
_____ was one of the first sites to use tab dividers for navigation.	**Amazon**
A user is controlling an atomic reactor through computer system is an example of_____ Manipulation.	**Direct**
_____ of a device is formed by interpreting perceived actions and visible structure.	**Mental Model**
Example of form fill interface is _____.	**Data entry form on some university web**

_____ represents the Early-phase of ethnographic interviews.