

Code No: **R42052**

R10

Set No. 1

IV B.Tech II Semester Regular Examinations, April/May - 2014

HUMAN COMPUTER INTERACTION

(Common to Computer Science & Engineering and Information Technology)

Time : 3 hours

Max. Marks: 75

**Answer any Five Questions
All Questions carry equal marks**

- 1 a) Define HCI. What is the importance of good design? [8]
b) Write a brief history of screen design. [7]
- 2 a) Discuss about the characteristics of a Web interface. [8]
b) What re the characteristics of the GUI? Explain. [7]
- 3 a) Explain about business definition and requirement analysis. [8]
b) What are the human considerations in design? Explain. [7]
- 4 a) Discuss about display/read-only screens. [8]
b) What are screen elements? Explain. [7]
- 5 a) Discuss about the phrasing of the menu. [5]
b) What are Window operations? Explain. [5]
c) Explain about the selection of proper device-based controls. [5]
- 6 a) Briefly discuss about creation of meaningful graphics, icons and images. [8]
b) What is a color? What are color uses? What are the possible problems with colors? [7]
- 7 Discuss in detail about Backus-Naur Form (BNF) with examples. [15]
- 8 Explain the following:
 - a) Direct-control pointing devices [5]
 - b) Discrete word recognition [5]
 - c) Function keys [5]

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Set No. 2

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HUMAN COMPUTER INTERACTION

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Time : 3 hours

Max. Marks: 75

**Answer any Five Questions
All Questions carry equal marks**

- 1 a) Write the chronological history of the Internet. [8]
b) What are the benefits of good design? Explain. [7]
- 2 a) Write about the merits of graphical systems. [8]
b) Briefly describe the differences between printed page and Web page design. [7]
- 3 a) Discuss about interaction of people with computers. [8]
b) Explain in detail about determining basic business functions. [7]
- 4 a) What are various types of statistical graphs? Explain. [8]
b) Describe reading, browsing and searching on the Web. [7]
- 5 a) What are the characteristics of device-based controls? [5]
b) What are Window characteristics? [5]
c) How to format on Menus? Explain. [5]
- 6 a) Discuss about components of Multimedia. [8]
b) Explain in detail about choosing colors. [7]
- 7 Explain in detail about interface-building tools. [15]
- 8 Explain the following:
a) Indirect pointing devices [5]
b) Speech recognition [5]
c) Display technology [5]

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Set No. 3

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HUMAN COMPUTER INTERACTION

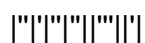
(Common to Computer Science & Engineering and Information Technology)

Time : 3 hours

Max. Marks: 75

**Answer any Five Questions
All Questions carry equal marks**

- 1 a) Write the chronological history of GUI. [8]
b) Discuss about the blossoming of the WWW. [7]
- 2 a) What are the disadvantages of graphical systems? Explain. [8]
b) Describe about the popularity of web-user interface. [7]
- 3 a) What are design standards? Explain. [5]
b) Describe the User's knowledge and experience. [5]
c) Write any five human characteristics in design and explain. [5]
- 4 a) Explain about screen navigation and flow. [8]
b) What are the technological considerations of interface design? Explain. [7]
- 5 a) What are structures of menus? Explain. [5]
b) Describe various types of Windows. [5]
c) How to select the proper device-based controls? [5]
- 6 a) What is an Icon? Explain different icons in detail. [5]
b) Explain about the text for Web pages. [5]
c) Describe choosing colors for statistical graphical screens. [5]
- 7 Briefly discuss about Microsoft Visual Studio. [15]
- 8 Explain the following:
 - a) Printers [5]
 - b) Voice information systems [5]
 - c) Fitts' Law [5]



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Set No. 4

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HUMAN COMPUTER INTERACTION

(Common to Computer Science & Engineering and Information Technology)

Time : 3 hours

Max. Marks: 75

**Answer any Five Questions
All Questions carry equal marks**

- 1 a) Give a brief introduction of the GUI. [8]
b) Discuss about the importance of good design. [7]

- 2 a) What is the concept of direct manipulation? Explain. [8]
b) Distinguish between GUI and Web page design. [7]

- 3 a) What are the User's tasks and needs? Explain. [5]
b) How people interact with computers? Explain. [5]
c) Describe developing conceptual models. [5]

- 4 Discuss in detail about visually pleasing composition. [15]

- 5 a) What are the Window operations? Explain. [5]
b) Explain about the components of a Window. [10]

- 6 a) How to choose colors? Explain. [7]
b) Explain the following with respect to Icons:
(i) Types (ii) Characteristics (iii) Usability (iv) Choosing [8]

- 7 What are six main criteria for finding the right tool? Explain in detail. [15]

- 8 Explain the following:
a) Comparison of pointing devices [5]
b) Speech and auditory interfaces [5]
c) Mobile device displays [5]