

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

<b>Course/Branch</b> : B.E / CSE	<b>Year / Semester</b> : IV / VII	Format No.	NAC/TLP-07a.13
<b>Subject Code</b> :CS8079	<b>Subject Name</b> : HUMAN COMPUTER INTERACTION	Rev. No.	02
<b>Unit No</b> : 1	<b>Unit Name</b> : FOUNDATIONS OF HCI	Date	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ /True or False / Fill up with Choices )	BTL
1.	<p>Why are people less able to distinguish line detail in blue?</p> <p>A. <b>There are fewer cones in the center of the retina that are sensitive to blue light.</b>                      B. There are more cones in the center of the retina that are sensitive to blue light.                      C. There are fewer cones in the center of the retina that are sensitive to red light.                      D. There are more cones in the center of the retina that are sensitive to blue light.</p>	L2
2.	<p>For a product to be successful, it must be:</p> <p>a) Useful by humans                      b) Usable by humans                      c) Used by humans                      d) <b>All of the above</b></p>	L1
3.	<p>derives the logically necessary conclusion from the given premises.</p> <p>a) <b>Deductive reasoning</b>                      b) Inductive reasoning                      c) Abductive reasoning                      d) Reasoning</p>	L2
4.	<p><b>Is generalizing from cases we have seen to infer information about case. we have not seen.</b></p> <p>a) Deductive reasoning                      b) <b>Inductive reasoning</b>                      c) Abductive reasoning                      d) Reasoning</p>	L1
5.	<p>Is the method we use <b>to</b> derive explanations for the events we observe.</p> <p>a) Deductive reasoning                      b) Inductive reasoning                      c) <b>Abductive reasoning</b>                      d) Reasoning</p>	L2
6.	<p>Is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.</p>	L1

**NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.**

<b>Course/Branch</b> : B.E / CSE	<b>Year / Semester</b> : IV / VII	Format No.	NAC/TLP-07a.13
<b>Subject Code</b> :CS8079	<b>Subject Name</b> : HUMAN COMPUTER INTERACTION	Rev. No.	02
<b>Unit No</b> : 1	<b>Unit Name</b> : FOUNDATIONS OF HCI	Date	30.09.2020

**OBJECTIVE TYPE QUESTION BANK**

	<p>a)Deductive reasoning</p> <p>b)Inductive reasoning</p> <p>c)Abductive reasoning</p> <p>d) <b>Reasoning</b></p>	
7.	<p>What is a semantic network?</p> <p>a)A model of short-term memory</p> <p><b>b)A model of long-term memory</b></p> <p>c)A model of physical memory</p> <p>d)A model of short and long-term memory</p>	L2
8.	<p>What does ASCII stand for?</p> <p>a)<b>American Standard Code for Information Interchange</b></p> <p>b)American Scientific Code for Information Interchange</p> <p>c)American Scientific Code for Interchanging information</p> <p>d)American Standard Code for Interchanging Information</p>	L1
9.	<p>Over a short period of time, we find it easier to remember the string of numbers "404 8946743" because: The grouping of the numbers is significant.</p> <p>a)<b>True</b></p> <p>b)False</p>	L2
10.	<p>The DVORAK keyboard differs from the QWERTY keyboard in that:</p> <p>a) The QWERTY keyboard lays out the letters differently to achieve faster typing speeds.</p> <p><b>b) The DVORAK keyboard lays out the letters differently to achieve faster typing speeds.</b></p>	L1
11.	<p>Statement I</p> <p>Speech technology is a small area of commercial interest.</p>	L2

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

Course/Branch : B.E / CSE	Year / Semester : IV / VII	Format No.	NAC/TLP-07a.13
Subject Code :CS8079	Subject Name : HUMAN COMPUTER INTERACTION	Rev. No.	02
Unit No : 1	Unit Name : FOUNDATIONS OF HCI	Date	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

		<p>Statement 2</p> <p>Courier Is a fixed-pitch font.</p> <p>a) Only Statement I is True</p> <p>b) Only Statement 2 is True</p> <p>c) <b>Both statements are True</b></p> <p>d) Both statements are False</p>	
12.		<p>Statement 1</p> <p>Fitts' Law uses the formula movement time = <math>a + b \log_2(\text{distance/size} + 1)</math> where a and b are empirically determined constants.</p> <p>Statement 2</p> <p>Studies of keyboard operators have shown that, although the faster operators were up to twice as fast as the others, the slower ones made 10 times the errors.</p> <p>a) Only Statement I is True</p> <p>b) Only Statement 2 is True</p> <p>c) <b>Both statements are True</b></p> <p>d) Both statements are False</p>	L1
13.		<p>Statement I</p> <p>Recognition is easier than recall. Statement 2</p> <p>The main strength of the Problem Space Framework as a model of human problem solving is that it allows ill-defined problems to be solved.</p> <p>a) <b>Only Statement I is True</b></p> <p>b) Only Statement 2 is True</p> <p>c) Both statements are True</p> <p>d) Both statements are False</p>	L2
14.		<p>The isometric joystick:</p>	L1

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

Course/Branch : B.E / CSE	Year / Semester : IV / VII	Format No.	NAC/TLP-07a.13
Subject Code : CS8079	Subject Name : HUMAN COMPUTER INTERACTION	Rev. No.	02
Unit No : 1	Unit Name : FOUNDATIONS OF HCI	Date	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

	<p>a) <b>Moves the cursor according to how fast the joystick is moved</b></p> <p>b) Moves the cursor according to how slow the joystick is moved</p>	
15.	<p>Statement 1</p> <p>Humans are limited in their capacity to process information.</p> <p>Statement 2</p> <p>Users share common capabilities and are individuals with differences, but these differences should be ignored.</p> <p>a) <b>Only Statement 1 is True</b></p> <p>b) Only Statement 2 is True</p> <p>c) Both statements are True</p> <p>d) Both statements are False</p>	L2
16.	<p>Statement 1</p> <p>The fovea of the human eye is just behind the cornea.</p> <p>Statement 2</p> <p>The blind spot of the eye is just under the lens.</p> <p>a) Only Statement 1 is True</p> <p>b) Only Statement 2 is True</p> <p>c) Both statements are True</p> <p>d) <b>Both statements are False</b></p>	L1
17.	<p>Speed is important for interactive devices: So that the devices can respond appropriately to a user's Input.</p> <p>a) <b>True</b></p> <p>b) False</p>	L2
18.	<p>Expert "slips" occur when: A person is skilled at a task, and an element of the task changes.</p> <p>a) <b>True</b></p>	L1

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

<b>Course/Branch</b> : B.E / CSE	<b>Year / Semester</b> : IV / VII	Format No.	NAC/TLP-07a.13
<b>Subject Code</b> :CS8079	<b>Subject Name</b> : HUMAN COMPUTER INTERACTION	Rev. No.	02
<b>Unit No</b> : 1	<b>Unit Name</b> : FOUNDATIONS OF HCI	Date	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

	b) False		
19.		The term human-computer interaction has only been in widespread use since the early a) 2000s b) 1950s c) 1970s d) <b>1980s</b>	L2
20.		The gulf of execution refers to: The user's difficulty in formulating and articulating an Intention to the system. a) <b>True</b> b) False	L1
21.		Which of the following is a long term individual difference? a) Weight b) Color c) <b>Sex</b> d) Height	L2
22.		Which of the following are important In the design focus of HCI? a) Thinking of the user b) Testing the HCI c) Involving the users d) <b>All of the above</b>	L1
23.		Statement 1 It is easier to recall information than to recognize it, which Is why visible menus are preferable to typed commands. Statement 2 When tracing the history of interactive computing, the windowing concept became popular w	L2

**NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.**

<b>Course/Branch</b> : B.E / CSE	<b>Year / Semester</b> : IV / VII	Format No.	NAC/TLP-07a.13
<b>Subject Code</b> :CS8079	<b>Subject Name</b> : HUMAN COMPUTER INTERACTION	Rev. No.	02
<b>Unit No</b> : 1	<b>Unit Name</b> : FOUNDATIONS OF HCI	Date	30.09.2020

**OBJECTIVE TYPE QUESTION BANK**

	<p>When humans needed the ability to perform more than one task at a time.</p> <p>a) Only Statement 1 is True</p> <p>b) <b>Only Statement 2 is True</b></p> <p>c) Both statements are True</p> <p>d) Both statements are False</p>	
24.	<p>Which of the following are examples of paradigms for interaction?</p> <p>a) Personal computing</p> <p>b) Hypertext</p> <p>c) Multi-modality</p> <p>d) <b>All of the above</b></p>	L1
25.	<p>You receive an email message, and a flag immediately appears in your electronic mailbox to indicate that you have a new message. This is an example of:</p> <p>a) <b>Persistence</b></p> <p>b) Guidance</p> <p>c) Existence</p> <p>d) None of the above</p>	L2
26.	<p>The Behavioural Science is the example for _____</p> <p>a) Usability Testing</p> <p>b) <b>Usability Study</b></p> <p>c) Acceptance Testing</p> <p>d) Usability Engineering</p>	L1
27.	<p>Handheld Barcode Scanner is an example for _____</p> <p>a) Usability Testing</p> <p>b) Usability Study</p> <p>c) <b>Acceptance Testing</b></p> <p>d) Usability Engineering</p>	L2
28.	<p>Grammars are _____ tools in HCI</p> <p>a) Hardware</p> <p>b) Digital</p>	L1

# NADAR SARASWATHI COLLEGE OF ENGINEERING AND TECHNOLOGY, THENI.

<b>Course/Branch</b> : B.E / CSE	<b>Year / Semester</b> : IV / VII	<b>Format No.</b>	NAC/TLP-07a.13
<b>Subject Code</b> :CS8079	<b>Subject Name</b> : HUMAN COMPUTER INTERACTION	<b>Rev. No.</b>	02
<b>Unit No</b> : 1	<b>Unit Name</b> : FOUNDATIONS OF HCI	<b>Date</b>	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

	c) Coding <b>d) Software</b>	
29.	HCI is the Combination of _____ <b>a) Human &amp; Robot</b> b) Hardware & Software c) Input & Output d) Coding & Designing	L2
30.	Prototyping is a _____ design that helps users in testing design ideas without executing a complete system. a) Trial b) Partial c) Interactive <b>d) Trial &amp; Partial</b>	L1

