

NADAR SARSWATHI 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 INERACTION	Rev. No.	02
Unit No : II	Unit Name : DESIGN & SOFTWARE PROCESS	Date	30.09.2020

OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ /True or False / Fill up with Choices)	BTL
1.	If requirements are easily understandable and defined then which model is best suited? a) Spiral model b) Waterfall model c) Prototyping model d) None of the above	L1
2.	Which of these describes stepwise refinement? a) Nicklaus Wirth described the first software engineering method as stepwise refinement b) Stepwise refinement follows its existence from 1971 c) It is a top down approach d) All of the mentioned	L2
3.	What is followed by the design task? a) Choosing specific classes, operations b) Checking model's completeness c) Following design task heuristics d) All of the mentioned	L2
4.	Design phase is followed by a) Coding b) Testing c) Maintenance d) None of the above..	L2
5.	Where is the prototyping model of software development well suited? a)When requirements are well defined, b) For projects with large development teams. c) When a customer cannot define requirements clearly. d) None of the above	L1
6.	Project risk factor is considered in which model? a)Spiral model. b) Waterfall model c)Prototyping model d) None of the above.	L1
7.	What is the meaning of requirement elicitation in software engineering? a) Gathering of requirement. b) Understanding of requirement. c) Getting the requirements from client. d) All of the above.	L1
8.	Which of the following interface design principles does not allow the user to remain in control of the interaction with a computer ? a) allow interaction to interruptible b) allow interaction to be undoable c) hide technical internals from casual users d)only provide one rigidly defined method for accomplishing a task	L1
9.	When should a developer apply usability principles? a) After selling the product	L1

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	<p>b) None of the above c) While developing the product. d) Early in the SDLC</p>	
10.	<p>You have to address a usability issue pertaining to a software interface. You will provide solutions after understanding: a) How the developer uses the software? b) How the users use the software? c) How you use the software? d) How your friends use the software?</p>	L1
11.	<p>A software might allow a user to interact via a) keyboard commands b) mouse movement c) voice recognition commands d) all of the mentioned</p>	L1
12.	<p>Which of the following option is not considered by the Interface design? a) the design of interfaces between software components b) the design interfaces between the software and human producers and consumers of information c) the design of the interface between two computers d) all of the mentioned</p>	L2
13.	<p>When users are involved in complex tasks, the demand on _____ can be significant. a) short-term memory b) shortcuts c) objects that appear on the screen d) all of the mentioned</p>	L2
14.	<p>Which of the following is not a user interface design process? a) User, task, and environment analysis and modeling b) Interface design c) Knowledgeable, frequent users d) Interface validation</p>	L1
15.	<p>Which of the following is not a design principle that allow the user to maintain control? a) Provide for flexible interaction b) Allow user interaction to be interrupt-able and undo-able c) Show technical intervals from the casual user d) Design for direct interaction with objects that appear on the screen</p>	L1
16.	<p>Which of the following is golden rule for interface design? a) Place the user in control b) Reduce the user's memory load c) Make the interface consistent d) All of the mentioned</p>	L1
17.	<p>Choose the correct option from given below: a) Prototyping Model facilitates reusability of components b) RAD Model facilitates reusability of components c) Both RAD & Prototyping Model facilitates reusability of components</p>	L1

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	d) None		
18.	A company is developing an advance version of their current software available in the market, what model approach would they prefer ? a) RAD b) Iterative Enhancement c) Both RAD & Iterative Enhancement d) Spiral	L1	
19.	If you were a lead developer of a software company and you are asked to submit a project/product within a stipulated time-frame with no cost barriers, which model would you select? a) Waterfall b) Spiral c) RAD d) Incremental	L1	
20.	Which of the following life cycle model can be chosen if the development team experience on similar projects? a) Spiral b) Waterfall c) RAD d) Iterative Enhancement Model less	L2	
21.	If requirements are easily understandable and defined then which model is best suited? a) Spiral model b) Waterfall model c) Prototyping model d) None of the above	L2	
22.	Selection of a model is based on a) Requirements b) Development team & Users c) Project type and associated risk d) All of the mentioned	L2	
23.	_____ principles are used in User Centered Approach a) Two b) One c) Three d) Four	L2	
24.	_____ investigations are qualitative or quantitative design research a) Empirical b) Technical c) Conceptual d) Logical	L2	
25.	_____ investigations contain the use of technologies a) Empirical b) Technical c) Conceptual d) Logical	L2	
26.	_____ is a reasoning process that helps in understanding of information in the visual representation a) Visual Immediacy	L1	

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	b) Visual Impetus c) Visual Impedance d) Visual Metaphor	
27.	Design of NLS is an example for _____ a) Word Processor b) Video Player c) Game Software d) Web Application	L2
28.	Direct Manipulation was introduced by Ben Shneiderman in 1986 a) Yes b) No	L1
29.	Donald Norman in _____ proposed seven principles a) 1989 b) 1987 c) 1979 d) 1988	L2
30.	Heuristic evaluation method includes some usability principles such as _____ Usability principles. a) Nielsen's b) Norman's	L2

