

# 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 : III	Unit Name : MODELS AND THEORIES	Date	30.09.2020

## OBJECTIVE TYPE QUESTION BANK

S. No.	Objective Questions (MCQ /True or False / Fill up with Choices )	BTL
1.	Subsystem of human machine processor that handles actions of system is called a) Cognitive System <b>b) Motor System</b> c) Perceptual System d) Autonomic System	L1
2.	Simple model of human interaction was proposed by a) Stuart K. Card b) Thomas P. Moran c) Allen Newell <b>d) Card, Moran And Newell</b>	L2
3.	A negative contrast on display screen result in to increasing the a) Reusability b) Quality <b>c) Legibility</b> d) Interactivity	L1
4.	Relationship among vision and distance from point of focus is a) Conversely b) Indirectly c) Directly <b>d) Inversely</b>	L2
5.	Human perception in reading process is part of a) Saccades <b>b) Fixations</b> c) Regressions d) Suppression	L1
6.	Impressing moving icons in a system design can be a) Appealing b) Attractive <b>c) Distracting</b> d) Attentive	L2
7.	Delicate hair cells in cochlea is called <b>a)Cilia</b>	L1

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	b) Cochlea c) Ossicles d) Tympanic Membrane	
8.	By using capitalized words, reading speed and accuracy a) Increased b) Improved c) <b>Declined</b> d) Levelled	L2
9.	Sensitivity of cones to blue light results into a) Lower Red Acuity b) Lower Red Acuity c) Higher Blue Acuity d) <b>Lower Blue Acuity</b>	L1
10.	Relationship among flicker and luminous is a) <b>Directly Proportion</b> b) Inversely Proportion c) Conversely Proportion d) Indirectly Proportional	L2
11.	The hawthorne studies are of utmost significance as they form an honest and concerted attempt to understand: a) The Human Factor b) Employee Attitudes c) The Workers Social Situations	L1

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	<b>d) All of the above</b>	
12.	<p>Work attitudes can be reflected in an organization through</p> <p>a) Job Satisfaction</p> <p>b) Organizational Commitment</p> <p><b>c) Both 'A' And 'B'</b></p> <p>d) None of the above</p>	L2
13.	<p>All the unique traits and patterns of adjustment of the individual is known as</p> <p><b>a) Personality</b></p> <p>b) Responsibility</p> <p>c) Creativity</p> <p>d) Authority</p>	L1
14.	<p>Organization's using model _____ are very successful in the era of Globalization</p> <p>a) Delegative</p> <p>b) Authorative</p> <p><b>c) Supportive</b></p> <p>d) Responsive.</p>	L2
15.	<p>Fundamental concepts of organizational behavior revolve around:</p> <p><b>a) The Nature Of Human Beings</b></p> <p>b) The Working Of Human Beings</p> <p>c) Both A' And B"</p> <p>d) None Of The Above</p>	L1
16.	<p>Select the developer-specific requirement ?</p> <p>a) Portability</p> <p>b) Maintainability</p> <p><b>c) Availability</b></p> <p>d) Both portability and maintainability</p>	L2

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17.	<p>A stakeholder is anyone who will purchase the completed software system under development.</p> <p>a) True</p> <p><b>b) False</b></p>	L1
18.	<p>Which is one of the most important stakeholder from the following?</p> <p>a) Entry Level Personnel</p> <p>b) Middle Level Stakeholder</p> <p>c) Managers</p> <p><b>d) Users Of The Software</b></p>	L2
19.	<p>The internet has allowed employees to collaborate on work from any location, across different time zones and national borders. What is regarded as the defining feature of a dispersed collaboration apart from the use of communication technology?</p> <p>a) Each colleague does not work face-to-face</p> <p>b) Each work group has its own task to complete</p> <p>c) Dispersed collaborations lack the social cues that profile traditional working relationships</p> <p><b>d) Colleagues are spread across different locations</b></p>	L1
20.	<p>As would be common with many business strategies, which is regarded as the crucial stage in designing dispersed collaborations?</p> <p><b>a) Have a clear identification of the mission and how it will be achieved</b></p> <p>b) Conduct a skills analysis of potential members to validate their membership</p> <p>c) Establish the size of the collaborative team required and then consider which be successfully completed</p> <p>d) None of the above</p>	L2
21.	<p>what is multimedia file?</p> <p>a) Is same as any other regular file</p> <p><b>b) Must be accessed at specific rate</b></p> <p>c) Store on remote server can not be delivered to its client</p>	L1

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	d) None of the above	
22.	<p>In which type of streaming multimedia file is delivered to the client but not shared?</p> <p>a) <b>Real time sharing</b></p> <p>b) Progressive download</p> <p>c) Compression</p> <p>d) None of the above</p>	L2
23.	<p>A displays a list of commands and usually appears in the toolbar at the top of the screen.</p> <p>a) View</p> <p>b) <b>Menu</b></p> <p>c) Kit</p> <p>d) List</p>	L1
24.	<p>. Changing the appearance of your slide_____ can alter the slide's color, shade,pattern, or texture.</p> <p>a) Background</p> <p>b) Foreground</p> <p>c) Watermark</p> <p>d) <b>Design</b></p>	L2
25.	<p>A can be added to your presentation and then used to go to a variety of locations ---- for example, a web address, an e-mail address, a custom show or document, just to name a few.</p> <p>a) Menu link</p> <p>b) <b>Hyperlink</b></p> <p>c) Tool link</p> <p>d) Slide link</p>	L1
26.	<p>Which one of these would NOT be found in a good HCI?</p> <p>a) Common short cuts, like CTRL+Z for undo.</p>	L1

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	<p>b) Icons that can have specific meanings.</p> <p>c) <b>A long command line to achieve a function</b></p> <p>d) Sounds that convey meanings</p>	
27.	<p>Which one of these is a good reason for taking care to design a good computer human interface?</p> <p>a) <b>Not every user is a computer expert</b></p> <p>b) Well designed HCIs allow the software to be sold at a better price.</p> <p>c) Well designed HCIs use less computer resources.</p> <p>d) Well designed HCIs allow the computer to run faster</p>	L2
28.	<p>HCI is based on psychological factors of humans?</p> <p>a) <b>True</b></p> <p>b) False</p>	L1
29.	<p>Which of these is not a interface style?</p> <p>a) Command line/command prompt</p> <p>b) Menus</p> <p>c) Natural Language</p> <p>d) <b>Voice Recognition</b></p>	L2
30.	<p>Which one of these is a good reason to include sounds in an HCI?</p> <p>a) <b>Users react more quickly to sounds than to visual signals</b></p> <p>b) Users react more slowly to sounds than to visual signals</p> <p>c) There is no preference. People just like sounds</p> <p>d) The computer reacts to sounds in the same way as a human</p>	L1