

**Code No. K0525**

**R07**

**Set No.1**

**IV B.Tech II Semester Regular/Supplementary Examinations, April, 2012**

**HUMAN COMPUTER INTERACTION**

**(Computer Science and Engineering)**

**Time: 3 hours**

**Max. Marks: 80**

**Answer any FIVE Questions**

**All Questions carry equal marks**

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1. a) Explain about chronological history of graphical user interfaces. [8]  
b) Describe about the benefits of good design. [8]
2. a) Explain about characteristics of Graphical User Interface. [8]  
b) Compare the characteristics of an intranet Vs internet. [8]
3. a) Explain about methods for gaining an understanding of users. [8]  
b) Describe about indirect methods of requirements determination. [8]
4. a) Explain about components of Statistical Graphics. [8]  
b) Describe about guidelines for presenting information on screens. [8]
5. a) Explain about different selecting menu choices in detail. [8]  
b) What are different Web Site navigation problems encountered today? Explain. [8]
6. a) Define Icon. What are characteristics of Icons. Give influences on Icon usability. [8]  
b) Focus on the uses of color to avoid in detail. [8]
7. a) Give the BNF notation for telephone book entry. [8]  
b) Explain about software tools for specification methods. [8]
8. a) Describe about speech recognition and generation in detail. [8]  
b) Explain about different interaction devices in detail. [8]

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- 1. a) Explain blossoming of World Wide Web from seed of internet to today. [8]  
b) Describe about the impact of inefficient screen design on processing time. [8]
  - 2. a) Discuss about advantage and disadvantages of graphical systems. [8]  
b) Compare and contrast GUI Vs Web page design. [8]
  - 3. a) Discuss about advantages of direct methods for determining requirements. [8]  
b) Explain about why design of standards or style guides is valuable. [8]
  - 4. a) Describe about technological considerations in interface design. [8]  
b) Discuss about search facility guidelines in finding what is needed in the galaxy of information space. [8]
  - 5. a) Explain about guidelines for selecting the proper device based controls. [8]  
b) Explain different kinds of Graphical Menus. [8]
  - 6. a) Give guidelines for fast message interpretation and satisfaction to users in detail. [8]  
b) Explain about Choosing and Creating images. [8]
  - 7. a) Illustrate grammars specification method with a suitable example. [8]  
b) Briefly explain about the advantages and disadvantages of state charts. [8]
  - 8. a) Define Fitt's law and where it is used? Explain. [8]  
b) Explain about discrete word recognition and continuous speech recognition in detail. [8]

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1. a) Define human computer interaction. Discuss about benefits of good design. [8]  
b) Briefly explain about history of screen design. [8]
2. a) Explain about direct manipulation and why direct manipulation actions may not be feasible always. [8]  
b) Discuss about the principles for the Xerox STAR in detail. [8]
3. a) Describe about human considerations in design in brief. [8]  
b) Give techniques for determining requirements. [8]
4. a) Explain about human considerations in screen design. [8]  
b) Discuss about different types of Statistical graphics that are used in screen design. [8]
5. a) Discuss in detail different links and what are different links to avoid. [8]  
b) Describe about text entry/ read only controls. [8]
6. a) What is Color? Give effective Foreground/Background combinations. [8]  
b) Give classification on graphics that are contained in Web Pages to serve for different purposes. [8]
7. a) What is the use of interface building tools? Explain features of those tools. [8]  
b) Write a detailed note on user action notation with examples. [8]
8. a) Enumerate different indirect pointing devices and compare this with pointing devices. [8]  
b) Describe different types of image and video displays in detail. [8]

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**Time: 3 hours**

**Max. Marks: 80**

**Answer any FIVE Questions**  
**All Questions carry equal marks**  
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1. a) Describe in detail about importance of good design. [8]  
b) Give chronological history of the internet. [8]
2. a) Describe in detail about the principles of User Interface Design. [8]  
b) Give comparison of Printed pages Vs Web pages. [8]
3. a) Explain about important human characteristics in design. [8]  
b) Why people have trouble with computers? Explain. [8]
4. a) Discuss different techniques to achieve three dimensional appearance on screen. [8]  
b) Describe about organizing screen elements clearly and meaningfully. [8]
5. a) Define Menu. Explain different structures and functions of Menus in detail. [8]  
b) What are components of a window? Explain in detail. [8]
6. a) Tabulate maximum number of codes for human differentiation. [8]  
b) Describe about choosing colors for categories of information in detail. [8]
7. a) Discuss about the advantages and disadvantages of transition diagrams?  
Give an example. [8]  
b) Describe about different factors in choosing any user interface building tool. [8]
8. a) What are pointing devices? Discuss about the tasks of pointing devices. [8]  
b) Explain about the working of various liquid crystal display devices. [8]