

MIDTERM EXAMINATION FALL 2006 CS408 - HUMAN COMPUTER INTERACTION (Session - 3)	Marks: 45 Time: 60min
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StudentID/LoginID: _____

Student Name: _____

Center Name/Code: _____

Exam Date: Monday, December 11, 2006

Please read the following instructions carefully before attempting any of the questions:

1. Attempt all questions. Marks are written adjacent to each question.
2. Do not ask any questions about the contents of this examination from anyone.
 - a. If you think that there is something wrong with any of the questions, attempt it to the best of your understanding.
 - b. If you believe that some essential piece of information is missing, make an appropriate assumption and use it to solve the problem.
 - c. Write all steps, missing steps may lead to deduction of marks.

****WARNING: Please note that Virtual University takes serious note of unfair means. Anyone found involved in cheating will get an `F` grade in this course.**

For Teacher's use only										
Question Marks	1	2	3	4	5	6	7			Total

Question No: 1 (Marks: 12)

What input and output devices would you use for the following systems? For each, and contrast alternatives, and if appropriate indicate why the conventional keyboard, and CRT screen may be less suitable.

- (a) Cellular phone.**
- (b) Flight information system.**

Question No: 2 (Marks: 15)

Differentiate between the

- (a) Utility and learnability.**
- (b) Haptics and visual learning.**
- (c) Command line interface and WIMP interface.**

Question No: 3 (Marks: 10)

Consider the chair given below. We want to use it as a computer chair. Your task is to any 5 issues in the design of this chair.

NOTE: you must justify all your points to get full marks.

Question No: 4 (Marks: 2) - Please choose one

_____ **refers to the way a system supports users in carrying out their**

- ▶ Efficiency**
- ▶ Effectiveness**

- ▶ Utility**

Question No: 5 (Marks: 2) - Please choose one

_____ are GUIs that consists of electronic counterparts to physical objects in the world to match the knowledge requirements of

- ▶ User Interaction Models
- ▶ Conceptual Models
- ▶ Interface Metaphors

Question No: 6 (Marks: 2) - Please choose one

_____ language tends to be grammatical while _____ language is ungrammatical.

- ▶ Written, spoken
- ▶ Spoken, written
- ▶ None of the given

Question No: 7 (Marks: 2) - Please choose one

_____ aspect gives us hints and tips about using and creating user interface

- ▶ Strategic
- ▶ Tactical
- ▶ None of the given