UNIT I

1. Discuss about the following: (i) Digital paper (ii) Display devises (8+8)

List the most common interface styles and note the different effects these have on the interaction (16)

Differentiate deductive reasoning, inductive reasoning and abductive reasoning. (16)

Describe the guidelines for data display and data entry? (8)

Write short notes on text entry devices. (8)

UNIT II

2. Mention and Explain the Shneiderman's Eight Golden Rules of Interface Design. (8)

State and Explain Norman's Seven Principles for Transforming Difficult Tasks into Simple Ones. (8)

List and describe the activities in the life cycle. (8)

Briefly discuss about the three main approaches to Remember prototyping. (8)

Summarize some of the techniques that are available for producing rapid prototypes. (16)

Explain the structure of a gIBIS design rationale. (8)

Give the summary of principles affecting flexibility in Detail. (8)

UNIT III

3. Explain how GOMS and the keystroke – level model support the interaction design process. (8)

Give an example of Cognitive complexity theory and express production rules. (8)

Discuss Task–action grammar (TAG). (16)

Describe about KLM (Keystroke-Level Model). (16)

Write short notes on i) Text ii) Hypertext iii) multimedia (16)

UNIT - IV

4. Explain the teasing content to confirm the user's expectations. (8)

Brief with an example clickstream for an iPhone web application. (8)

Specify and develop the six simple rules for user with excellent readability. (16)

Explain Application Frameworks (16)

Mention and analyze the seven principles of Web 2.0.   (16)

UNIT V

5.Describe in detail about the three specific types of overlays: Dialog Overlays, Detail Overlays, and Input Overlays
                                                                                                       (16)

Briefly describe the 15 events available for cueing the user during a drag and drop interaction.   (16)

Write and develop short notes on: i) Virtual Scrolling ii) Virtual Paging iii) Scrolled Paging   (16)

Explain the purpose of Drag and Drop.   (16)