# CS408 - HUMAN COMPUTER INTERACTION
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### Solved MCQS
### From Midterm and also from daily based quizzes(1 to 22 lectures)

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In the Name of Allāh, the Most Gracious, the Most Merciful

**Question # 1:** Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- o    Pitch

- o    **Loudness**                          **page # 70**

- o    Timber

- o    None of these

**Question # 2:** The human eye has approximately _____rods  and _____cones per eye

- o  **120 million , 6 million**        **Page # 56**

- o  190 million  , 3 billion

- o  150 billion  , 6 million

- o  None of the given

The human eye has approximately 120 million rods 6 million cones per eye

**Question # 3:** What are the three types of reasoning?

- o Deductive, Productive and Inductive

- o **Abdicative, Inductive and Deductive          Page # 89**

- o Inductive,  Abdicative  and Reproductive

- o Productive, Reproductive and Deductive

Reasoning
Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:
• Deductive reasoning
• Inductive reasoning
• Abdicative reasoning

**Question # 4:** Which of the following is not one of the goals of HCI?

- o To produce usable systems

- o To produce safe systems

- o **To produce non-functional systems          Page # 30**

- o To improve effectiveness of the systems

The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems

ایک جھوٹ کو چھپانے کیلیے
سو جھوٹ بولنے پڑ جاتے ہیں

**Question # 5:** Which of the following is considered as the most complex species?

- **Humans**            **Page # 18**
- Computers
- Animals
- Birds

Human beings are the most interesting and fascinating specie on planet. They are the most complex living being on the earth

**Question # 6:** Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called _____.

- **Quality**          **Page # 40**   **also visit this link**   **click here for more detail**
- Effectiveness
- Standard
- Quantity

Quality is essential in all we do and particularly in our chosen field of work.
Quality has been defined by the International Standards Organization (ISO) as:
The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.

**Question # 7:** Which of the following is not true regarding "cones"?

- A type of receptor in eye
- **more sensitive to light**         **Page # 56**
- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.

**Question # 8:** Which of the following is a true statement?

o **Human-computer interface specialists are user-centered and software engineers are system centered   Page  # 21**

o Human-computer interface specialists are system-centered and software engineers are user-centered

o Human-computer interface specialists and software engineers, both are system-centered.

o Human-computer interface specialists and software engineers, both are user-centered.

**Software Engineering and HCI**
There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.

**Question # 9:** Which of the following is not true?

o Utility refers to the functionality of a system

o **Usability is concerned with adding complexity to the system      page  # 30**

o Usability is concerned with making systems easy to use

o Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

اچھے کے ساتھ اچھے رہو لیکن برے کے کیلے
برے مت بنو کیونکہ تم پانی سے خون
صاف کر سکتے ہو پر خون سے خون نہیں۔

**Question # 10:** Formal methods are used to represent

- o Architecture aspects of software systems only

- o Procedural aspects of software systems only

- o **Both Architecture and procedural aspects of software systems   Page # 21**

- o None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

**Question # 11:** Which interface system is based on the question / answer dialogue?

- o Command Line Interfaces

- o **Query interfaces                Page # 127 and 128**

- o Menus

- o Natural Language Interfaces

**Question # 12:** Choice of operations and services are offered on the screen through _____

- o Pointers

- o Toolbars

- o **Menus                Page # 131**

- o None of the given

A menu presents a choice of operations or services that can be performed by the system at a given time.

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

**Question # 13:** What will be the gulf of execution if the user is able to formulate and perform the actions easily;

- **Smaller**             **Page # 122**
- Greater
- Balanced
- None of the Given

**Question # 14:** Form-filling interfaces are used for

- **data entry**         **Page # 128**
- data integration
- data manipulation
- data definition

Form-filling interfaces are used primarily for data entry but can be useful in data retrieval applications.

**Question # 15:** Which of the following is flaw in waterfall model?

- **requirements change overtime**         **Page # 150**
- maintenance can not be possible at the end
- testing should be done before requirements gathering
- All at the given

**Flaws of waterfall model**
One of the main flaws with this approach is that requirements change over time.

بری صحبت سے تنہائی بہتر ہے اور تنہائی سے نیک صحبت بہتر ہے

Question # 16: There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- o **Only A**                    **Page # 143**

- o Only C

- o A and D

- o B and C

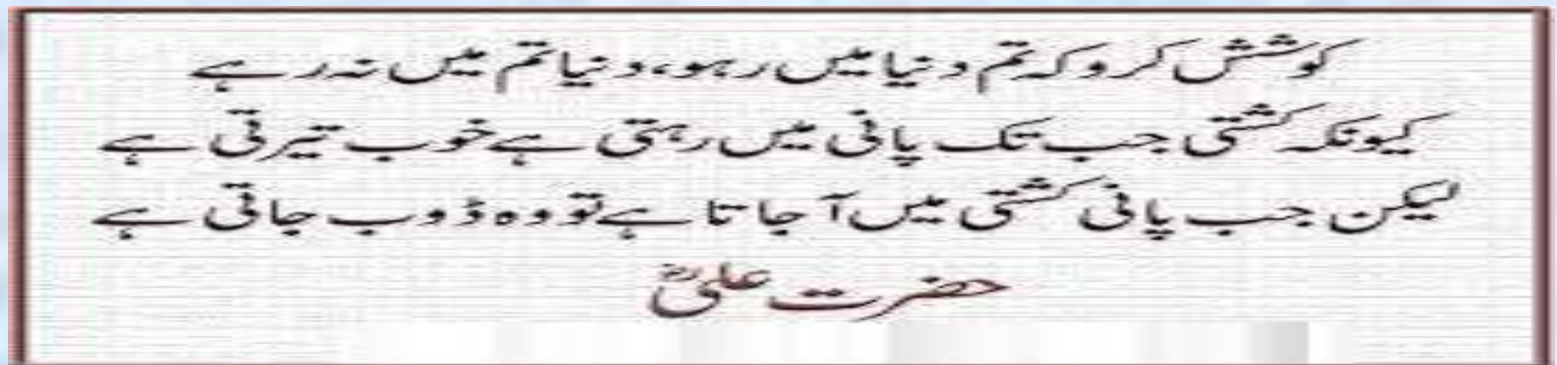we can understand The nature of usability in two aspects
• Strategic
• Tactical

Question # 17: Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- o Task

- o **Core**                    **Page # 123**

- o Both

- o None of the above

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.

کوشش کرو کہ تم دنیا میں رہو، دنیا تم میں نہ رہے
کیونکہ کشتی جب تک پانی میں رہتی ہے خوب تیرتی ہے
لیکن جب پانی کشتی میں آجاتا ہے تو وہ ڈوب جاتی ہے
حضرت علیؓ

**Question # 18:** User and system has its own unique language the language used by the system is called _____.

- **Core**                    **Page # 123**

- Task

- Both

- None of the above

The system's language is referred as the core language and the user's language is referred as the task language

**Question # 19:** Which of the following is used to toggle between two states?

- check boxes

- **Radio buttons**              **Page # 133**

- Toolbars

- menus

**Radio Buttons**
Buttons can also be used to toggle between two states

**Question # 20:** Which of the following is a text entry device?

- **Keyboard**        **Page # 110**

- mouse

- monitor

- touch pad

**Text entry devices:** There are many text entry devices as given below:
Keyboard The most common method of entering information into the computer is through a
Keyboard   **QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry**

**Question # 21:** "Mistakes" and "Slips" are two forms of

- **Errors**                            **Page # 100**
- goals
- evaluation
- objectives

There are various types of errors. Norman has categorized them into two main types, slips and mistakes:

**Question # 22:** The _____ model should match the _____ model.

- User, conceptual
- **Conceptual, mental**          **Page # 94**          **Click here for more Detail**
- Mental, central
- Conceptual, central

**Question # 23:** Which of the following is/are aspect(s) of human action?

- **execution and evaluation**          **Page # 99**
- evaluation and efficiency
- efficiency and execution
- efficiency

Human action has two aspects, execution and evaluation.
Execution: involves doing something.
Evaluation: is the comparison of what happened in the world with what we wanted to happen

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question # 24: Building things from user's perspective is called

- o Functionality

- o **Usability**                              **page # 31**

- o Portability

- o None of the given

**Usability goals**
To recap, usability in generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable from user perspective.

Question # 25: Certain factors that help us to interact with graphical based systems

- o Indirect manipulation

- o **Direct manipulation**            **Page # 86**

- o Both

- o None of the given

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question # 26: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- o Focused attention

- o Divided attention

- o Voluntary attention

- o **Involuntary attention**                          **Page # 70**

An everyday example of an involuntary act is being distracted from working when we can hear music or voices in the next room

Question # 27: Which of the following is a long-term individual difference?

- o Age

- o **Sex**                               **Click here for more Detail**

- o Fatigue

- o Color

Individual Differences  Long term : Sex , Physical abilities  , Intellectual abilities

Question # 28: _____refers to how good a system at doing What it is supposed to do?

- o Safety

- o Usability

- o Efficiency

- o **Effectiveness**         **Page # 31**

Effectiveness
It is a very general goal and refers to how good a system at doing what it is suppose to do.

Question # 29: As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- o Tactical

- o Manual

- o Technical

- o **Strategic**                   **Page # 143**

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

**Question # 30:** Adeel renders financial services in "ABC" bank. He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)

- **Subject matter expert (SME)**                    **Page # 168**

- Small and medium enterprise (SME)

- Subject master engineering (SME)

Subject matter expert (SME)

**Question # 31:** Scenario content and context are derived from information gathered during_____ the phase and analyzed during the _____phase (respectively)

- Modeling, implementation

- Modeling, Research

- Research, implementation

- **Research, modeling**                    **Page # 100**

Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.

**Question # 32:** What is a semantic network?

- **A model of long-term memory**                    **Page # 82**

- A record of our memory of events

- The part of the brain which allows us to remember things

- A mechanism for improving memory

**Long-term memory structure**
There are two types of long-term memory: **episodic memory and semantic memory.**

Question # 33: Which of the following is least likely to be revealed by a paper prototype?

- o  Your users don't know the term algorithm

- o  **Toolbar buttons are too small to press**          **Click here for more Detail**

- o  The Help menu isn't in the right place

- o  Radio buttons are too small

Question # 34: _____ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- o   Scenario

- o   **Persona**                              **Page # 187**

- o   Prototype

- o   None

The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

Question # 35: The difference between the intentions and allowable actions is the:

- o  **Gulf of Execution**                   **Page # 103**

- o  Gulf of Evaluation

- o  Both of the above options

- o  None of these

The difference between the intentions and allowable actions is the gulf of execution.

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

**Question # 36:** Attention is the process of selecting things to concentrate on, at a point in time, from the range of _____.

- **Possibilities available**          **Page # 76**

- Time Available

- None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

**Question # 37:** The goals of HCI are:

- **Usability and User Experience**          **Page # 30**

- Learn ability and Comfort

- Tasks and Goals

- All of the above options

**Question # 38:** WYSIWYG stands for _____.

- Where you see is where you get

- **What you see is what you get**          **Page # 36**

- When you see it when you get

WYSIWYG (what you see is what you get)

گفتگو ایسی چیز ہے "
جس کی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔ "

**Question # 39:** _____ is proportional to the amplitude of the sound.

- o   Pitch

- o   **Loudness**                                              **Page # 70**

- o   Timber

- o   None of the given

Loudness is proportional to the amplitude of the sound; the frequency remains constant

**Question # 40:** Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- o   **It is a very general goal and refers to how good a system at doing what it is suppose to do. Page # 31**

- o   It refers to the way a system supports users in carrying out their tasks.

- o   It involves protecting the users from dangerous conditions

- o   It involves protecting the users from undesired situations

**Effectiveness:** It is a very general goal and refers to how good a system at doing what it is suppose to do.

**Question # 41:** Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- o   It is a very general goal and refers to how good a system at doing what it is suppose to do.

- o   **It refers to the way a system supports users in carrying out their tasks.**          **Page # 31**

- o   It involves protecting the users from dangerous conditions

- o   It involves protecting the users from undesired situations

**Efficiency :** It refers to the way a system supports users in carrying out their tasks.

Question # 42: User personas that are not primary or secondary are _____ personas.

o Served

o Negative

o Customer

o **Supplemental**                    **Page # 196**

**Supplemental personas**
User personas that are not primary or secondary are supplemental personas

Question # 43: Which of the following is the comparison of what happened in the world with what we wanted to happen?

o Action

o **Evaluation**                    **Page # 99**

o Execution

o None of these

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something. **Evaluation is the comparison of what happened in the world with what we wanted to happen.**

Question # 44: _____ Research can tell you about what, how, many and why in rich, multivariate detail.

o Quantitative

o **Qualitative**                    **Page # 166**

o SME

o None of these

Qualitative research can tell you about what, how and why in rich, multivariate detail.

Question # 45: Requirements specification involves:

A. Capturing the functional requirements of the system architecture
B. Eliciting information about the Work domain from the customer.

o   Only A

o   **Only B**                              **Click here for more Detail**

o   Both A and B

o   Not A and Not B

Question # 46: What are the Most common things you do with the product is a type of _____.

o   Goal- oriented question

o   **System - oriented question**              **Page  # 182**

o   Workflow- oriented question

o   Attitude-oriented question

System-oriented questions
Function
What are the most common things you do with the product?

Question # 47: What do you procrastinate on? is type of _____

o   Priorities

o   **Avoidance**                    **Page # 183**

o   Exceptions

o   Preference

**Avoidance**
What would you prefer not to do?
What do you procrastinate on?

**Question # 48:** _____ Cognitive process involves encoding and recalling knowledge and acting appropriately

- o Attention

- o Reduction

- o **Memory**                          **Click here for more Detail  and also Read PPT slides**

- o Encoding

Memory : Involves encoding and recalling knowledge and acting appropriately

**Question # 49:** During _____ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- o Research

- o **Modeling**                          **Page # 159**

- o Framework

- o Interview

Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.

**Question # 50:** Transactional sites that are used for a significant part of an employee's job should be considered full _____ applications.

- o **Sovereign**                          **Page # 30**

- o Transient

- o Temporary

- o None of the given

Transactional sites that are used for a significant part of an employee's job should be considered full sovereign applications.

**Question # 51:** _____ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- o  Perception and recognition

- o  **Attention**                                    **Page # 76**

- o  Learning

- o  None of these

Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

**Question # 52:** HCI deals with _____.

- o  Design of interactive system only

- o  Evaluation of interactive system only

- o  Implementation of interactive system only

- o  **All of the given choices**

**Question # 53:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- o  **Focused Attention**                         **Page # 78**

- o  Voluntary Attention

- o  Involuntary attention

- o  Divided Attention

**Focused Attention**
**For example**, when engaged in a conversation it is usual to attend to what the other person is saying.

جھوٹ انسان اور ایمان دونوں کا دشمن ہے

**Question # 54:** Drive a vehicle while holding a conversation with a passenger is the example of _____.

- o   Focused Attention

- o   Voluntary Attention

- o   Involuntary attention

- o   **Divided Attention**                            **Page # 78**

**Divided Attention**
As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to mire than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

**Question # 55:** _____ minimizes errors.

- o   Affordance

- o   Constraints

- o   **Visibility**                            **Page # 104**

- o   Affordance and Visibility


**Question # 56:** _____ are dragged down from the title at the top of the screen.

- o   **Pull Down Menus**                  **Page # 132**

- o   Main Menus

- o   Icons

- o   Buttons

**Pull-down menus** are dragged down from the title at the top of the screen, by moving the mouse pointer into the title par area and pressing the button.

Question # 57: _____ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- o   Efficient

- o   Strategic

- o   **Tactical**                                    **Page # 143**

- o   Reliable

**Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question # 58: The Usability Engineering lifecycle was proposed by _____.

- o   Hartson

- o   Webster

- o   Barry Boehm

- o   **Deborah Mayhew**                    **Page # 153**

The Usability Engineering lifecycle was proposed by Deborah Mayhew in 1999.

Question # 59: Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

- o   **Analytic mode, synthetic mode**                    **Page # 153**

- o   Evaluation mode, testing mode

- o   Analyze mode, feedback mode

- o   Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**

عقل مند کہتا ہے میں کچھ نہیں جانتا  جبکہ بے وقوف کہتا ہے کہ میں سب کچھ جانتا ہوں

**Question # 60:** Alia is used to describe design problem /solution by_____ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities
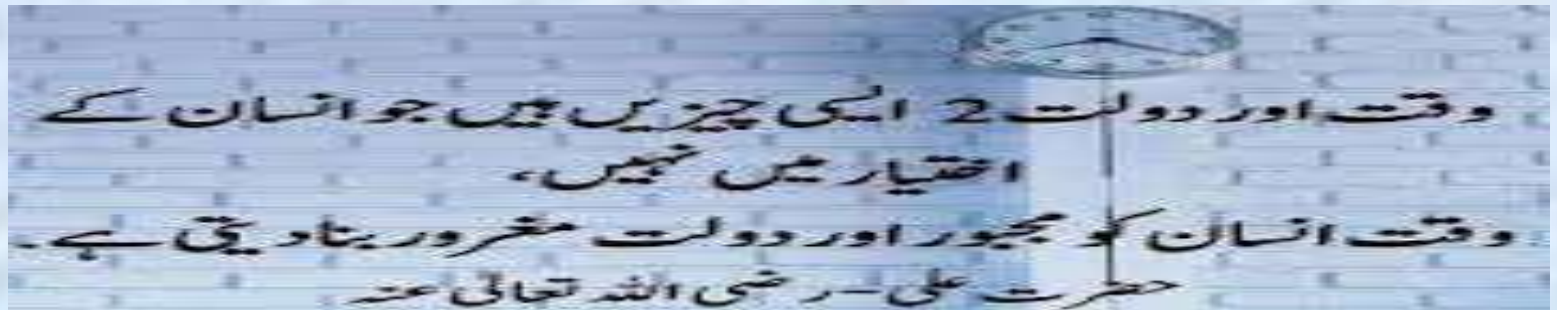
- **Persona**

- Scenario

- Flowchart

- Brainstorming

**Question # 61:** _____ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons**                    **Page # 133**

- Pointers

- Menus

- Windows

Buttons are individual and isolated regions within display that can be selected by the user to invoke specific operations.

**Question # 62:** Around 63% of software projects exceed their cost estimates. The top four reasons for
This are:
A– Frequent requests for changes from users
B– Overlooked tasks
C– Users' lack of understanding of their own requirements
D– Insufficient user-analyst communication and understanding

- o  Only A

- o  Only B

- o  Only D

- o  **A B C & D**                              **Page # 27**

Around 63% of software projects exceed their cost estimates. The top four reasons for
this are:
– Frequent requests for changes from users
– Overlooked tasks
– Users' lack of understanding of their own requirements
– Insufficient user-analyst communication and understanding

**Question # 63:** _____of the potential sales from a site are lost because people cannot find the item they are looking for

- o  **50%**                              **Page # 141**

- o  40%

- o  30%

- o  10%

50% of the potential sales from a site are lost because people cannot find the item they are looking for

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

**Question # 64:** Human eye is very sensitive to _____

- o  Air

- o  Smoke

- o  **Light**                    **Page # 55 and 56**

- o  Sand

**Question # 65:** Top of the web page contain the _____

- o  Menu

- o  **Title bar**

- o  Home icon

- o  Back button

**Question # 66:** You can load a VCR tape the right way because of _____.

- o  **Physical constraints**          **Page # 106**

- o  Logical constraints

- o  Cultural constraints

- o  None of these

**Physical constraints:** Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

تم اچھا کرو زمانہ تم کو برا سمجھے یہ اس سے بہتر ہے کہ تم برا کرو اور زمانہ تم کو اچھا سمجھے

Question # 67: _____ are unintentional while _____ occur through conscious deliberation.

- **Slips, mistakes**                    **Page # 100**

- Errors, slips

- Mistakes, errors

- Mistakes, slips

**Slips**
**Slips are unintentional**. They happen by accident, such as making typos by pressing the wrong key or selecting wrong menu item by overshooting. The most frequent errors are slips, especially in well-learned behavior.

**Mistakes**
**Mistakes occur through conscious deliberation.** An incorrect action is taken based on an incorrect decision. For example, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is a mistake. A menu option to erase the disk is appropriate action.

Question # 68: What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system**         **Page # 91**

- It explains what is involved in insight

- It allows ill-defined problems to be solved

- None of these

**Reference:**
 Click here for more detail

اللّٰه کا خوف سب سے بڑی دانائی ہے

**Question # 69:** Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because:

- o   Numbers are easier to remember than arbitrary characters.

- o   **The grouping of the numbers is significant**

- o   Ten numbers is not that many to have to remember from working memory.

- o   None of these

**Question # 70:** Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

- o   True

- o   **False**                              **Page # 176**

**Contextual inquiry: Contextual inquiry**, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

**Question # 71:** The persona is not an actual user of the product, but is indirectly affected by it and its use refers to _____ persona

- o   Primary

- o   Secondary

- o   **Served**                    **Page # 159**

- o   Negative

Served: the persona is not an actual user of the product, but is indirectly affected by it and its use

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Question # 72: Which of the following is not a secondary color?

- o  Green

- o  Orange

- o  Purple

- o  **Blue                          Page # 63**

**Secondary Colors:** These are the colors formed by mixing the primary colors.
**SECONDARY COLORS**
**Green, orange and purple**

Question # 73: Which of the following requires less cognitive effort than others?

- o  **Listening                       Page # 87**

- o  Speaking

- o  Hearing

- o  None of the given

Listening require less cognitive effort than reading or speaking.

Question # 74: We are deficient in our development _____, not in our development _____ (respectively).

- o  **Process, Tools                    Page # 23**

- o  Tools, Process

- o  Tools, Methodology

- o  None of these

We are deficient in our development process, not in our development tools.

**Question # 75:** The command line interface is used because:

- o  It is easy to understand

- o  It is demanded by DOS

- o  It is offered by UNIX systems

- o  **It is powerful and flexible**          **Page # 127**

**Command line interface are powerful** in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

**Question # 76:** Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- o  **Psychology**                **Page # 43**

- o  Sociology

- o  Statistics

- o  Computer Science

**Psychology is concerned** primarily with understanding human behavior and the mental processes that underlie it.

**Question # 77:** _____ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- o  Human

- o  Computer

- o  **Human Computer Interaction**          **Page # 14**

- o  None of these

**HCI plays a role to bridge** up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

**Question # 78:** The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.

o **Primary**                      **Page # 159**

o Secondary

o Supplement

o Negative

**Primary: the persona's needs are sufficiently** unique to require a distinct interface form and behavior

**Question # 79:** A _____ is usually a collection of icons those are reminiscent of the purpose of the various modes.

o Button

o Pointer

o **Palette**                      **Page # 133**

o Title bar

**A palette** is usually a collection of icons that are reminiscent of the purpose of the various modes.

**Question # 80:** During _____ phase, usage and workflow patterns discovered through _____.

o **Modeling, analysis**             **Page # 159**

o Analysis, modeling

o Testing, modeling

o Testing, Analysis

Modeling: **During the modeling phase**, usage and workflow patterns discovered **through analysis** of the field research and interviews are synthesized into domain and user models.

**Question # 81:** The Star lifecycle was proposed by _____.

- o Deborah Mayhew

- o Webster

- o Barry Boehm

- o **Hartson**                    **Page # 152**

In 1989, the Star lifecycle model was proposed by Hartson and Hix.

**Question # 82:** Waterfall model is basically a _____ model in which each step must be completed before the next step can be started.

- o Incremental

- o **Linear**                    **Page # 149**

- o Iterative

- o Analytical

The waterfall lifecycle was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is **basically a linear model** in which each step must be completed before the next step can be started.

**Question # 83:** What do you enjoy most about your job (or lifestyle) is an example of _____.

- o Avoidance

- o **Motivation**                    **Page # 183**

- o Exceptions

- o Attitude-oriented questions

**Motivation**
What do you enjoy most about your job (or lifestyle)?
What do you always tackle first?

**Question # 84:** _____ represents the Early-phase of ethnographic interviews.

- o  Clarify user roles and behaviors

- o  Confirm patterns of use

- o  Clarifying questions

- o  **Focused on domain knowledge**              **Page # 181**

**Early-phase**
• Exploratory
• Focused on domain knowledge
• Open-ended questions

**Question # 85:** There can only be one _____ persona per interface for a product.

- o  **Primary**                              **Page # 196**

- o  Secondary

- o  Supplemental

- o  Customer

Primary personas represent the primary target for the design of an interface. There can be only one primary persona per interface for a product.

**Question # 86:** What are the most common things you do with the product is a type of _____.

- o  Goal-oriented question.

- o  **System-oriented question.**              **Page # 182**

- o  Workflow-oriented question.

- o  Attitude-oriented question.

**System-oriented questions**
Function: What are the most common things you do with the product?

Question # 87: _____ represent the user's expectations of the tangible outcomes of using a specific product.

- o   Non-user goals

- o   **End goals**                                   **Page # 192**

- o   Experience goals

- o   Life goals

End goals represent the user's expectations of the tangible outcomes of using specific product.

Question # 88: _____personas address the needs of customers, not end users.

- o   Served

- o   Negative

- o   **Customer**                                   **Page # 197**

- o   Supplemental

Customer personas address the needs of customers, not end users. Typically, customer personas are treated like secondary personas.

Question # 89: Persona is not context specific, so it can be reused easily.

- o   True

- o   **False       Page # 189**

Personas and reuse
– Personas context-specific
• Cannot be reused across products
Slide No. 22 Page # 21/61

خود کو تمھیں سے بڑھ کر کوئی اچھا مشورہ نہیں دے سکتا

**Question # 90:** The size and shape of a compact disk, is a type of _____ constraint.

- **Physical**                    **Page # 106**

- Logical

- Cultural

- None of these

**Physical constraints**
Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

**Question # 91:** Which of the following device can not be useful for a visually impaired person?

- a typical keyboard

- **a typical monitor**

- a typical speaker

- a typical processor

Monitors are useless to the visually impaired or blind person.

**Question # 92:** The gulf of execution refers to _____.

- The user's difficulty in understanding the feedback from the system

- The system's difficulty in presenting information in the output language

- The system's difficulty in converting an input expression into the correct system state transition

- **The user's difficulty in formulating and articulating an intention to the system**

**Question # 93:** Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?

(i) Effectiveness
(ii) Efficiency
(iii) Fault tolerance
(iv)Satisfaction

Select correct option:

- **(i) & (ii)**                              **Page # 31**

- (i), (ii) & (iv)

- (ii)  & (iii)

- (ii) & (iv)

usability is broken down into the following goals:
• Effective to use (effectiveness)
• Efficient to use (efficiency)
• Safe to use(safety)
• Have good utility (utility)
• Easy to learn (learnability)
• Easy to remember how to use (memorability)

**Question # 94:** Which of the following is not one of the primary colors?

- Red

- Yellow

- Blue

- **Green**                              **Page # 62**

**Primary Colors**
In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues
**PRIMARY COLORS**
**Red, yellow and blue**

**Question # 95:** Human beings interact with outside world, using their

- o  input channels

- o  output channels

- o  sense of sight

- o  **All of the given**                **Page # 54**

A person's interaction with the outside world occurs through information being received and sent: input and output. Sight may be used primarily in receiving information from the computer, but it can also be used to provide information to the computer, for example by fixating on a particular screen point when using an eye gaze system.

**Question # 96:** Visually impaired persons can interact with outside world using their

- o  Sense of sight

- o  Sense of hearing

- o  **Both sense of touch and sense of hearing**

- o  Sense of touch

**Question # 97:** _____ refers to the relationship between controls and their effects in the world.

- o  Visibility

- o  Affordance

- o  **Mapping**                **Page # 107**

- o  None of the given

**Mapping**
This refers to the relationship between controls and their effects in the world

**Question # 98:** _____ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness**                **Page # 31**
- Efficiency
- Utility
- None of the given

**Question # 99:** _____ is what goes on in out heads when we carry out our everyday activities?

- **Cognition**                **Page # 47**
- Learnability
- Memorability
- None of the given

**Question # 100:** _____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning**                **Page # 89**
- Problem Solving
- None of the given

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے

**Question # 101:** _____research helps us understand the domain, context and constraints of a product in different, more useful ways than _____research do.

- **Qualitative, Quantitative**　　　　　**Page # 167**

- Quantitative, Qualitative

- Qualitative, Deductive

- None of them

**Question # 102:** In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with _____.

- Paper work and computer work

- Spatial and temporal organizations

- **Organizational memory**　　　　　**Page # 176**

- None of these

Organizational memory
Formal documents are not the only way in which things are remembered within an organization. Individuals may keep their own records, or there maybe local gurus.

**Question # 103:** Using icons on the desktop to represent operations is a type of _____ constraint.

- Physical

- Logical

- **Cultural**　　　　　**Page # 106**

- None of these

Question # 104: _____ is a term used to refer to an attribute of an object that allows people to know how to use it.

- o Visibility

- o **Affordance**           **Page # 105**

- o Constraint

- o None of these

Question # 105: _____ minimizes errors.

- o Affordance

- o **Visibility**           **Page # 104**

- o Constraints

- o None of these

Question # 106: Models are used in design to:

- o Generate the design

- o Evaluate the design

- o **Generate and evaluate the design**     **Click here for more Detail**

- o None of the given

models are used to generate and evaluate forecasts and decision alternatives.

جو شخص ناکامیوں سے ڈر کر بھاگتا ہے کامیابی اُس سے ڈر کر بھاگتی ہے

**Question # 107:** Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing

- Hearing, touch and smell

- Hearing and touch

- **Sight, hearing and touch**　　　　　　　　　　　**Click here for more Detail**

The major senses in human interaction are vision, hearing and touch.

**Question # 108:** _____ refers to the way a system supports users in carrying out their tasks.

- **Efficiency**　　　　　　　　　　**Page # 31**

- Effectiveness

- Utility

- None of the given

**Efficiency**
It refers to the way a system supports users in carrying out their tasks.

**Question # 109:** _____ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models

- Conceptual Models

- **Interface Metaphors**　　　　　　　　　　**Page # 51**

- None of the given

Interface metaphors are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

**Question # 110:** _____ language tends to be grammatical while _____ language is often Ungrammatical.

- **Written, spoken**                    **Page # 87**

- Spoken, written

- Verbal, non-verbal

- None of the given

Written language tends to be grammatical while spoken language is often ungrammatical.

**Question # 111:** Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic

- **Tactical**                    **Page # 143**

- Operational

- None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

**Question # 112:** Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is _____ and other is _____.

- **Analytic mode, synthetic mode**                    **Page # 153**

- Evaluation mode, testing mode

- Analyze mode, feedback mode

- Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**

Question # 113: _____ are dragged down from the title at the top of the screen.

- **Pull Down Menus**                    **Page # 132**

- Main Menus

- Icons

- Buttons

Pull-down menus are dragged down from the title at the top of the screen, by moving the mouse pointer into the title par area and pressing the button.

Question # 114: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- **Focused Attention**                    **Page # 78**

- Voluntary Attention

- Involuntary attention

- Divided Attention

Focused Attention: For example, when engaged in a conversation it is usual to attend to what the other person is saying.

کسی سے نیکی کرتے وقت بدلے کی توقع نہ رکھو
کیونکہ اچھائی کا بدلہ انسان نہیں اللہ دیتا ہے

Question # 115: Drive a vehicle while holding a conversation with a passenger is the example of
_____ .

- o Focused Attention

- o Voluntary Attention

- o Involuntary attention

- o **Divided Attention**            **Page # 78**

**Divided Attention**
As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to mire than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question # 116: GOMS stands for:

- o **Goals operation methods and selection rules**          **Page # 50**

- o Goals objects models and selection rules

- o Goals operations methods and state rules

- o Goals operations models and state rules

Question # 117: Which of the following is/are the main component(s) of color?

- o Hue

- o Intensity

- o Saturation

- o **All of the given**          **Page # 59**

**Hue:** Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.
**Intensity:** Intensity is the brightness of the color.
**Saturation:** Saturation is the amount of whiteness in the colors.

Question # 118: _____ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

- o Learnability

- o **Memorability**                    **Page # 32**

- o Utility

- o None of the given

**Memorability**
It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

Question # 119: A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of _____ Design Principle.

- o Visibility

- o **Affordance**         **Page # 105**

- o Mapping

- o None of the given

Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.

کسی انسان کی خوبی کو پہچانوں اور اسے بیان کرو، لیکن اگر کسی کی
خامی مل جائے تو یہاں تمہاری خوبی کا امتحان ہے۔
فرمان حضرت علیؓ

**Question # 120:** Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- o  Redo
- o  **Archiving**
- o  Undo
- o  Milestoning

**Question # 121:** When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- o  **Alerts**
- o  Confirmation
- o  Feedback
- o  Delete.

**Question # 122:** With the help of _____Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system

- o  **GOMS**
- o  Human Processor model
- o  Quantum model
- o  Quality Model

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے

Question # 123: Ethnography is a method that comes originally from anthropology and literally means

- **Writing the culture**          **Page # 173**

- Social issues

- Ethical issues

- Ethics

Ethnography is a method that comes originally from anthropology and literally means "writing the culture".

Question # 124: Physical objects are said to have_____affordance.

- **Real**          **Page # 105**

- Perceived

- Logical

- Intuitive

Physical objects are said to have real affordances, like grasping, that are perceptually obvious and do not have to be learned.

Question # 125: Which of these specialists is user centered?

- **HCI**          **Page # 21**

- Software engineer

- Computing technology

- Web Designer

Human-computer interface specialists are user-centered and software engineers are system-centered.

عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی

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