

Reg. No

Name

BCA DEGREE END SEMESTER EXAMINATION - MARCH 2020
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : 16U6CRBCA16 : INTRODUCTION TO MOBILE UI AND UX
(Common for Regular 2017 Admission & Supplementary 2016 Admission)

Time : Three Hours

Max. Marks: 75

Section A

Answer All the Following (1 marks each)

1. Explain about polymorphism
2. What do you mean by sensory memory?
3. What is mean by usability evaluation?
4. What is mean by design space analysis?
5. Give the features of wireframe.cc
6. What is a mind map?
7. Explain the syntax of concat() of array() object
8. Explain the Break statement in JavaScript with an example
9. Write an html code to implement text area element.
10. Which method remove the focus away from the current window?

(1 x 10 = 10)

Section B

Answer any 8 (2 marks each)

11. Differentiate between Touchpad and Touch screen.
12. Which are the 4 types of textual communication in groupware?
13. Mention important guidelines for a UI design.
14. Describe the process steps in usability engineering.
15. Explain the use of typeform tool?
16. Give the features of UXPin.
17. Write an html code to implement text element.
18. Write an html code to implement submit button
19. What is a mistake error in the UI? Give an example.
20. Differentiate between the internal and external CSS.

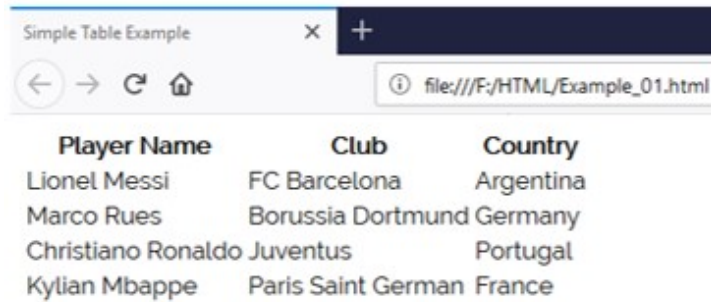
(2 x 8 = 16)

Section C

Answer any 5 (5 marks each)

21. Write a short note on Task Analysis in HCI
22. Write a short note on Interaction Framework with the help of a diagram.
23. Explain different type of interaction devices used in interfaces.
24. Explain about the non-perceptual technologies of user interaction.

25. Explain the gesture based classification of interaction.
 26. Write an html file to create the given table.



The screenshot shows a web browser window titled "Simple Table Example" with the URL "file:///F:/HTML/Example_01.html". The browser displays a table with the following data:

Player Name	Club	Country
Lionel Messi	FC Barcelona	Argentina
Marco Rues	Borussia Dortmund	Germany
Christiano Ronaldo	Juventus	Portugal
Kylian Mbappe	Paris Saint German	France

27. Differentiate between the slips and the false understanding in the UI.

(5 x 5 = 25)

Section D
Answer any 2 (12 marks each)

28. Explain the constraints to be considered during the interaction between human and computer.
 29. What is a prototype? Explain the concept of prototyping with its advantages and disadvantages.
 30. Create an html form for a Pizza Shop as given below.

Pizza Shop 2.0	
Name	<input type="text"/>
Pizza Topping	<input type="radio"/> Supreme <input type="radio"/> Vegetarian <input type="radio"/> Hawaiian
Pizza Sauce	<input type="text" value="Tomato"/>
Optional Extras	<input type="checkbox"/> Extra Cheese <input type="checkbox"/> Gluten Free Base
Delivery Instructions:	
<div style="border: 1px solid black; height: 40px;"></div>	
<input type="button" value="Send my Order"/>	

31. Describe about the various types of error that may happen in the UI.

(12 x 2 = 24)