Reg. No ....   Name **19U611**

BCA DEGREE END SEMESTER EXAMINATION - MARCH 2019
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : 16U6CRBCA16 : INTRODUCTION TO MOBILE UI AND UX
(For Regular - 2016 Admission)

Time : Three Hours   Max. Marks: 75

Section A
Answer all the following (1 marks each)

1. List any 5 pointing devices
2. Define GOMS
3. What is mean by pull-down menus?
4. What is mean by psychological design rationale?
5. What is augmented reality?
6. Explain the use of UXPin tool?
7. Which method converts the value of an object to a string?
8. Write an example to implement the division and the simple assignment operator.
9. Write an html code to implement select element.
10. What is the lock-in error prevention?

                                                          (1 x 10 = 10)

Section B
Answer any 8 (2 marks each)

11. List the different stages in Execution - Evaluation Cycle
12. Explain about Visual input channel.
13. Differentiate between the architectural design and the detailed design.
14. Explain the advantages of prototyping model.
15. Explain the use of wireframe.cc tool?
16. Explain the use of pixate tool?
17. Explain the If-Else-If statement in JavaScript with an example.
18. Explain any two formatting tag with its syntax.
19. Which are the main reason for an error in the UI?
20. Write an html code to implement checkbox element.

                                                          (2 x 8 = 16)

Section C
Answer any 5 (5 marks each)

21. What do you mean by Human memory? Explain its types.
22. Explain the types of Cognitive Models.
23. What is direct manipulation in user interaction? Explain its phases with examples.
24. Describe the UX tools pixate and sketch.
25. Explain any two UX tools for wireframeing and prototyping.
26. Explain about the Object.create() function in JavaScript.
27. Explain the various types of error prevention strategies in the UI.

(5 x 5 = 25)

Section D
Answer any 2 (12 marks each)

28. Explain the input-output channels associated in HCI.
29. Explain the different types of interaction styles.
30. Write a JavaScript program to read marks of six subjects and find the percentage of each subject and find its grade.
31. Describe about the error recovery procedures to be consider in UI design.

(12 x 2 = 24)