

BCA DEGREE END SEMESTER EXAMINATION - APRIL 2021
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : 16U6CRBCA16 : INTRODUCTION TO MOBILE UI AND UX
(For Regular - 2018 Admission & Supplementary 2016/2017 Admissions)

Time : Three Hours

Max. Marks: 75

PART A

Answer ALL (1 mark each)

1. Define Inheritance.
2. Define data encapsulation in object oriented programming.
3. What is mean by form filling menu?
4. What is mean by natural language type of interaction in UI?
5. What is mean by deictic gesture?
6. What in mean by manipulation gestures?
7. What is the typeof operator in JavaScript?
8. How do you create a link that will connect to another web page when clicked?
9. What is the lock-out error prevention?
10. Describe the name property of the window object.

(1 x 10 = 10)

PART B

Answer any 8 (2 marks each)

11. Differentiate between short term and long term memory.
12. Explain about the human processor cognitive model.
13. Describe about the process oriented design rationale.
14. Give the potential abbreviation strategies in interaction.
15. Differentiate between the virtual reality and augmented reality.
16. List the steps to be followed to create a document in lucidchart.
17. Explain the arithmetic operators used in JavaScript.
18. Explain the logical operators used in JavaScript.
19. Write an html code to implement vertical frame.
20. Write an html code to implement subscript and superscript.

(2 x 8 = 16)

PART C

Answer any 5 (5 marks each)

21. Explain about Object Oriented Modeling of UI design.
22. Explain about PIE model.
23. What is command line and natural language interfaces? Give its advantages.
24. Describe the UX tools UXpin and pixate.
25. Describe about the UX tools lucichart and mindmeister.
26. Explain the various operators used in JavaScript.
27. Explain the three categories of human behavior that leads to an error in the UI.

(5 x 5 = 25)

PART D

Answer any 2 (12 marks each)

28. Explain the types of human memory and how it helps in reasoning and problem solving.
29. Explain the standards and guidelines used to achieve a good UI design.
30. Write an html file to implement the following form.

Name:

Gender: Male Female

Email Marketing Landing Pages

Interest: Email Design Email Coding

Email Inspirations Best Practices

Comments:

31. What is mean by error prevention in UI? Explain the various types of error prevention strategies in the UI.

(12 x 2 = 24)