Reg. No ....   Name **23U611**

B C A DEGREE END SEMESTER EXAMINATION : MARCH 2023

SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY

COURSE : **19U6CRBCA17: INTRODUCTION TO MOBILE UI AND UX**

(For Regular - 2020 Admission and Supplementary - 2019/2018/2017/2016 Admissions)

Time : Three Hours   Max. Marks: 75

PART A
Answer All (1 mark each)

1. List the important components in an Interactive System
2. Which are the two different modes of cognition?
3. What is mean by usability evaluation?
4. What is mean by design space analysis?
5. Explain the use of lookback tool?
6. What is augmented reality?
7. Which method converts the value of an object to a string?
8. Explain the syntax of concat() of array() object
9. Write an html code to implement text area element.
10. Write an html code to implement a line break in html.

(1 x 10 = 10)

PART B
Answer any 8 (2 marks each)

11. Differentiate between short term and long term memory.
12. Explain about Human Output channel.
13. Give the potential abbreviation strategies in interaction.
14. Mention important guidelines for a UI design.
15. Explain the use of pixate tool?
16. List the steps to be followed to create a document in lucidchart.
17. What is the difference between a <div> and a <frame>?
18. Do all HTML elements need both opening and closing tags? Justify your answer.
19. Differentiate between the internal and external CSS.
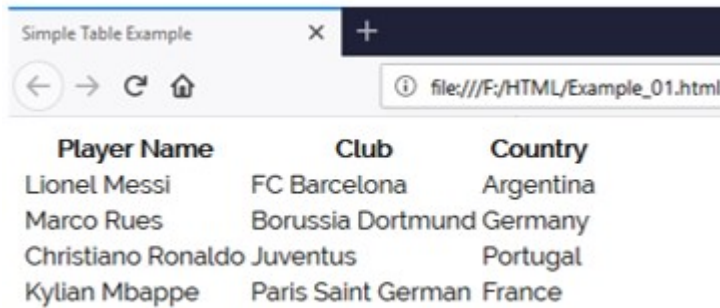20. What is mean by false understanding in the UI? Give an example.

(2 x 8 = 16)

PART C
Answer any 5 (5 marks each)

21. Write a short note on Interaction Framework with the help of a diagram.
22. Explain about Object Oriented Modeling of UI design.
23. What is command line and natural language interfaces? Give its advantages.
24. Explain any two UX tools for wireframeing and prototyping.
25. Describe the UX tools pixate and sketch.

26. Write an html file to create the given table.

27. Explain the JavaScript array() objects with their properties.
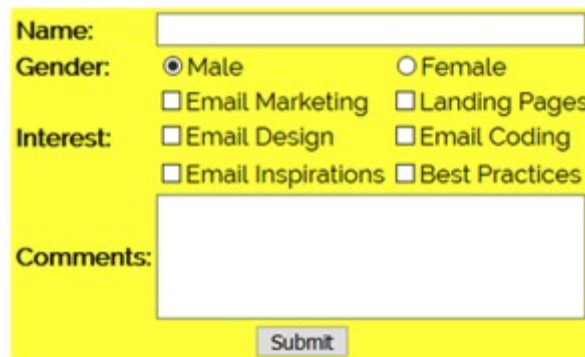
(5 x 5 = 25)

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. What is a prototype? Explain the concept of prototyping with its advantages and disadvantages.

30. Write an html file to implement the following form.

31. Describe about the error recovery procedures to be consider in UI design.

(12 x 2 = 24)