Reg. No ....   Name **24U611**

B C A DEGREE END SEMESTER EXAMINATION - MARCH 2024
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : **19U6CRBCA17 - INTRODUCTION TO MOBILE UI AND UX**
(For Regular - 2021 Admission and Supplementary -2020/2019/2018/2017/2016 Admissions)

Time : Three Hours   Max. Marks: 75

PART A
Answer All (1 mark each)

1. Describe the name property of the window object.
2. Explain the use of UX recorder tool.
3. What is a mind map?
4. What is the lock-out error prevention?
5. How do you make a picture into a background image of a web page?
6. Define the effectiveness.
7. What is verification?
8. List any 5 pointing devices.
9. How the problem solving capability of human helps in HCI?
10. Write an example to implement the multiplication and the simple assignment operator.

(1 x 10 = 10)

PART B
Answer any 8 (2 marks each)

11. Explain the use of pixate tool.
12. Give the potential abbreviation strategies in interaction.
13. Explain the advantages of prototyping model.
14. Differentiate between Reasoning and problem solving.
15. What is client side scripting?
16. Explain the use of gliffy tool.
17. Explain the logical operators used in JavaScript.
18. Explain about Human Processor Model.
19. Write an html code to implement vertical frame.
20. List any eight body section tags.

(2 x 8 = 16)

PART C
Answer any 5 (5 marks each)

21. Explain the types of Cognitive Models.
22. Describe the UX tools pixate and sketch.
23. Explain the various operators used in JavaScript.
24. Differentiate between the slips and the mistakes in the UI.
25. Give the guidelines used to achieve a good UI design.
26. Explain the gesture based classification of interaction.
27. Explain about Object Oriented Modeling of UI design.

(5 x 5 = 25)

PART D
Answer any 2 (12 marks each)

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

29. Explain the input-output channels associated in HCI.

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

31. Write a JavaScript program to implement a calculator.

(12 x 2 = 24)