

Reg. No

Name

25U611

B C A DEGREE END SEMESTER EXAMINATION - MARCH 2025
SEMESTER 6 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY
COURSE : 19U6CRBCA17: INTRODUCTION TO MOBILE UI AND UX

(For Regular 2022 Admission and Supplementary 2021/ 2020/2019/2018/2017/2016 Admissions)

Time : Three Hours

Max. Marks: 75

PART A

Answer All (1 mark each)

1. What is meant by a slip error?
2. How the reasoning capability of human helps in HCI?
3. Does a hyperlink apply to text only? Justify your answer.
4. What is window object in JavaScript?
5. List the important components in an Interactive System.
6. Give two example for disruptive innovation.
7. What is meant by fixed menu?
8. What is a prototype?
9. Explain the use of sketch tool.
10. What is W3C?

(1 x 10 = 10)

PART B

Answer any 8 (2 marks each)

11. Explain the different type of keyboard layout.
12. List the input output channels.
13. Describe the standards in design.
14. Explain about Visual input channel.
15. Explain any two formatting tag with its syntax.
16. List the steps to create a document in lucidchart.
17. Differentiate between the internal and external CSS.
18. Explain the logical operators used in JavaScript.
19. List any eight body section tags.
20. Give the features of UXPin.

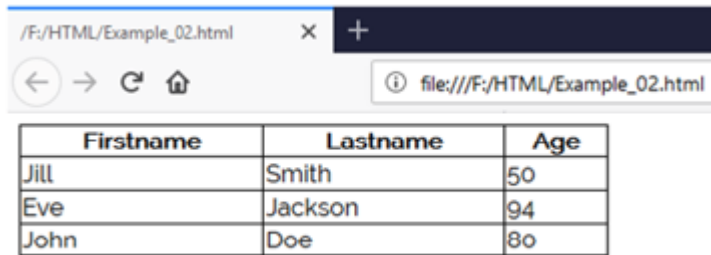
(2 x 8 = 16)

PART C

Answer any 5 (5 marks each)

21. Explain different type of interaction devices used in interfaces.
22. Describe about the UX tools lucidchart and mindmeister.
23. Explain the JavaScript array() objects with their properties.
24. Explain the gesture based classification of interaction.
25. What do you mean by human memory? Explain its types.
26. Explain about PIE model.

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



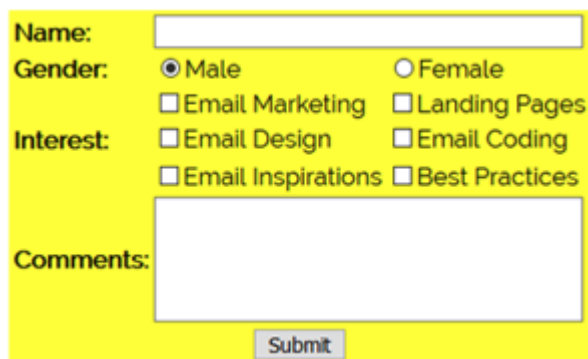
Firstname	Lastname	Age
Jill	Smith	50
Eve	Jackson	94
John	Doe	80

(5 x 5 = 25)

PART D

Answer any 2 (12 marks each)

28. 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:

29. Explain the input-output channels associated in HCI.
30. Explain the standards and guidelines used to achieve a good UI design.
31. Describe the error recovery mechanisms in the User interface.

(12 x 2 = 24)