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Question Paper Code 12240

B.E. / **B.Tech - DEGREE EXAMINATIONS, NOV / DEC 2023**

Seventh Semester

Computer and Communication Engineering 20CCEL702 - HUMAN COMPUTER INTERACTION

(Regulations 2020)

Duration: 3 Hours Max. Marks: 100

$PART - A (10 \times 2 = 20 Marks)$

Answer ALL Questions

1.	Define Human Computer Interaction.	Marks, K-Level, CO 2,K1,CO1					
2.	List out the use of scrollbars and title bars.						
3.	State the golden rule of design.						
4.							
5.	What is heuristic evaluation?						
6.	. Mention different types of prototyping.						
7.	List the four elements of GOMS.						
8.	Define Bandwidth, latency and jitter.						
9.	Infer the pros and cons of gaming applications.						
10.	What is Cocoa Touch?						
	PART - B ($5 \times 13 = 65$ Marks) Answer ALL Questions						
11.	a) (i) Briefly discuss about the types of memory in Human in detail.	8,K2,CO1					
	(ii)Describe five important differences between Short Term Memory and Long-Term Memory.	5,K2,CO1					
	OR						
	b) Describe about the elements of the WIMP interface in detail.	13,K2,CO1					
12.	a) With a neat sketch, describe about Interaction design process and golden rule of Design.	13,K2,CO2					
	OR						
	b) (i) Mention and Explain the Shneiderman's Eight Golden Rules Interface Design.	8,K2,CO2					
	(ii) State briefly about Cognitive walkthrough.	5,K1,CO2					

13. a) Explain in detail about design rules and guidelines. 13,K2,CO3

OR

b) Explain the Software Life Cycle in Detail.

13,K2,CO3

14. a) List and explain the seven stages of soft systems methodology.

13,K2,CO4

OR

b) Describe in detail about physical and device model.

13,K2,CO4

15. a) List and Explain the elements of mobile design.

13.K2.CO5

- (i) Layout.
- (ii) Color.
- (iii) Typography.
- (iv) Graphics.

OR

b) List and explain some ways to do some simple and fast mobile 13,K2,CO5 prototyping.

PART - $C(1 \times 15 = 15 \text{ Marks})$

16. a) Summarize the following

(i) Paging.

8,K2,CO6

(ii) Scrolling.

7,K2,CO6

OR

b) Briefly describe the events available for the user during a drag and drop interaction.