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Question Paper Code	12576
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**B.E. / B.Tech. - DEGREE EXAMINATIONS, APRIL / MAY 2024**

Eighth Semester

**Mechanical Engineering**

(Common to Electronics and Communication Engineering)

**20MEEL901 - INDUSTRIAL DESIGN AND RAPID PROTOTYPING TECHNIQUES**

Regulations - 2020

Duration: 3 Hours

Max. Marks: 100

**PART - A (10 × 2 = 20 Marks)**

Answer ALL Questions

- |   | Marks | K-<br>Level | CO  |
|---|-------|-------------|-----|
| 1. Distinguish between UI & UX design.  | 2     | K2          | CO1 |
| 2. How does psychology influence UI & UX design?                              | 2     | K2          | CO1 |
| 3. Distinguish between native and hybrid apps.                                | 2     | K2          | CO2 |
| 4. Illustrate the primary function of a database in an application.           | 2     | K2          | CO2 |
| 5. What does "degrees of freedom" mean for an object floating in space?       | 2     | K1          | CO3 |
| 6. Define a mechanical joint and provide an example.                          | 2     | K1          | CO3 |
| 7. List two domains where prototyping is commonly used.                       | 2     | K1          | CO4 |
| 8. Briefly describe two different categories of rapid prototyping techniques. | 2     | K2          | CO4 |
| 9. Define the term "trace" in PCB design.                                     | 2     | K1          | CO5 |
| 10. What is the significance of a ground plane in PCB design?                 | 2     | K1          | CO5 |

**PART - B (5 × 13 = 65 Marks)**

Answer ALL Questions

- |   |    |    |     |
|---|----|----|-----|
| 11. a) Design a wireframe for the homepage of a travel booking website, ensuring clear navigation and highlighting key features such as search functionality and deals section. Justify your layout choices in terms of user experience principles. | 13 | K2 | CO1 |
|---|----|----|-----|

**OR**

- |   |    |    |     |
|---|----|----|-----|
| b) Explain the significance of UI elements like buttons, forms, and menus in enhancing user interaction and navigation on a mobile app interface. Provide examples of how these elements can be optimized for touch-screen usability and accessibility. | 13 | K2 | CO1 |
| 12. a) Compare and contrast the development processes for native mobile applications and web applications. Discuss the advantages and disadvantages of each approach.   | 13 | K2 | CO2 |

**OR**

*K1 – Remember; K2 – Understand; K3 – Apply; K4 – Analyze; K5 – Evaluate; K6 – Create*

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b) Explain the concept of a database schema and its importance in designing efficient and scalable databases for app development. Provide an example of a schema design for a specific type of application (e.g., e-commerce platform, social media app). 13 K2 CO2

13. a) How do you ensure that a sketch in CAD software is fully constrained? Explain why constraints are important for maintaining the stability and flexibility of a design. Give examples of common constraints used in industrial design sketches. 13 K2 CO3

**OR**

b) Explain the process of creating a parametric 3D model in Fusion 360. Discuss the significance of parametric modeling and how it allows for easy modification and iteration of designs. 13 K2 CO3

14. a) Explain the product development process and importance of prototyping. 13 K2 CO4

**OR**

b) Explain function Fused Deposition Method 3d printer and its parts. 13 K2 CO4

15. a) Discuss the key factors to consider when selecting a PCB material for a specific application. 13 K2 CO5

**OR**

b) Discuss the advantages and disadvantages of using surface mount technology (SMT) versus through-hole technology in PCB assembly. 13 K2 CO5

**PART - C (1 × 15 = 15 Marks)**

16. a) Create a user flow diagram for an e-commerce checkout process, considering various user pathways such as guest checkout, account creation, and payment options. How does your user flow prioritize simplicity and minimize friction points? 15 K3 CO1

**OR**

b) Apply colour theory and psychology principles to redesign the colour scheme of a Digital Entertainment app. Explain how your chosen colours enhance usability, evoke desired emotions/actions, and maintain consistency across different UI elements. 15 K3 CO1