

These are sample MCQs to indicate pattern, may or may not appear in examination

**University of Mumbai
Online Examination 2020**

Program: BE Computer Engineering

Curriculum Scheme: Revised 2016

Examination: BE SEM VIII R-2016

Course Code:CSC801 and Course Name: Human Machine Interaction

Time: 1hour

Max. Marks: 50

Q HMI referes to _____-Machine Interface.

A Human

B Hard

C Heart

D Head

Q You can connect a USB keyboard cable the right way in the USB port because of _____.

A physical

B logical

C cultural

D social

Q HMI is a core subject of

A History

B Literature

C Geography

D Computer Science

Q WYSIWYG stands for _____.

A	Where you see is where you get
B	What you see is what you get
C	When you see it when you get
D	Whwhere you see is what you get
Q	The size and shape of a compact disk, is a type of _____ constraint.
A	Physical
B	Logical
C	Cultural
D	Social
Q	Which of the following device can not be useful for a visually impaired person ?
A	A typical keyboard
B	A typical monitor
C	A typical speaker
D	A typical processor
Q	The command line interface is used because it is _____.
A	easy to understand
B	demanded by DOS
C	offered by UNIX systems
D	powerful and flexible
Q	_____ refers to the relationship between controls and their effects in the world.
A	Visibility
B	Affordance
C	Mapping
D	Constraint

Q	_____ plays a role to bridge up the gap between the interfaces of machines and human understanding.
A	Human-machine interaction
B	Software engineering
C	Human-human interfaces
D	Machine-machine interfaces
Q	Which one of the following devices offers best portability ?
A	Mainframe computer
B	Desktop PC
C	Laptop
D	Smartphone
Q	_____ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.
A	Decision Making
B	Reasoning
C	Problem Solving
D	Wondering
Q	Using icons on the desktop to represent operations is a type of _____ constraint.
A	Physical
B	Logical
C	Cultural
D	Social
Q	How many different colors are possible for each pixel with 3 bits for each pixel ?

A		3
B		8
C		128
D		16
Q	Which of the following stage does not belong to the gulf of execution ?	
A	Formulate intention	
B	Execution	
C	Evaluate	
D	Set goal	
Q	What is the minimum rate for frames per second for video ot TV ?	
A		5
B		24
C		60
D		8
Q	Which of the following OS only offers command line interface ?	
A	Windows 10	
B	DOS	
C	Linux	
D	Mac OS	
Q	Which of the following is not benefit of design rationale	
A	communication throughout life cycle	
B	reuse of design knowledge across products	
C	cancelss design discipline	
D	organizes potentially large design space	

Q	Which of the following statement/s is/are correct about abstract and detailed guidelines
A	more suggestive and general
B	abstract guidelines (principles) applicable during early life cycle activities
C	detailed guidelines (style guides) applicable during later life cycle activities
D	All of the above
Q	Which of the following is not goal of evaluation techniques
A	assess extent of system functionality
B	assess effect of interface on user
C	identify specific problems
D	usually performed by expert in cognitive psychology
Q	Cognitive walkthrough is
A	evaluates design on how well it supports user in learning task
B	make design on how well it supports user in learning task
C	make design on how well it supports computer in learning task
D	evaluates design on how well it supports user in preparing design task
Q	Which of the following senses we cannot (yet) use
A	sight,
B	sound,
C	touch,

D	taste
Q	Structure of speech consists of
A	only phonemes
B	phonemes and allphones
C	phonemes, allphones and morphemes
D	phonemes, and morphemes
Q	Which of the following is not a universal user interface design principle
A	flexibility in use
B	simple and intuitive to use
C	no perceptible information
D	tolerance for error
Q	In universal design principle the Multi Modal system is a system which
A	use more than one sense (or mode) of interaction
B	use a number of different sense to communicate information
C	use a number of different media to communicate information
D	use a number of multi media to communicate information
Q	Which of the following is/are the goal/s of the evaluation techniques, used to evaluate the user interface design
A	assess extent of system functionality
B	assess effect of interface on user
C	identify specific problems
D	All of the above

Q	Which of the following statement is not correct with respect to Golden rules and heuristics
A	Nielsen's 10 Heuristics
B	Shneiderman's 8 Golden Rules
C	Norman's 7 Principles
D	Newton method
Q	Which of the following statement is not a true about Principle in case of user interface design rule
A	abstract design rules
B	low authority
C	high generality
D	specific design rules
Q	Which of the following statement is not a true about Standard in case of user interface design rule
A	low authority
B	limited application
C	high authority
D	specific design rules
Q	Learnability in case of principle to support usability is
A	the ease with which new users can begin effective interaction and achieve maximal performance
B	the ease with which old users can begin effective interaction and achieve maximal performance

C	the ease with which new users can begin effective interaction and achieve minimal performance
D	the ease with which old users can begin effective interaction and achieve minimal performance
Q	Which of the following is suitable method of interaction with system for the visual impairment
A	Screen reader
B	Text communication
C	Gesture
D	Captions
Q	Which of the following is suitable method of interaction with system for the hearing impairment
A	Gesture
B	SonicFinder
C	Speech synthesis
D	Predictive systems
Q	Which of the following is suitable method of interaction with system for the physical impairment
A	SonicFinder
B	Speech synthesis
C	Predictive systems
D	Speech I/O
Q	How many phonemes are there in English language
A	26

B	40
C	50
D	30
Q	Morphemes are smallest unit of -----that has meaning
A	Language
B	Sentence
C	Word
D	Letter
Q	How many number of Golden rules have been proposed by Shneiderman for the design of User Interface
A	8
B	10
C	5
D	3
Q	Evaluation through participants include
A	Only Laboratories study
B	Only Field studies
C	Both Laboratories and field studies
D	None of the above
Q	Users conceptual space is infinite and generally an organised in _____ .
A	Graphical user interface
B	Web interface
C	Command line
D	Direct manipulation

Q	_____ enables maintenance of a better sense of context ,restricted navigation paths, multiple windows.
A	Graphical user interface
B	Web interface
C	Command line
D	Direct manipulation
Q	Basic interaction is a single click which can cause extreme changes in context which may not be noticed in _____.
A	Graphical user interface
B	Web interface
C	Command line
D	Direct manipulation
Q	In ___ response time is quite variable depending on transmission speed page content and so on.
A	Graphical user interface
B	Command line
C	Web interface
D	Direct manipulation
Q	Task efficiency in _____ is limited by browser and network capability, actually user audience usually not well understood.
A	Graphical user interface
B	Command line
C	Web interface
D	Direct manipulation

Q	_____ let the users o execute commands by selecting a choice from menu.
A	windows
B	menus
C	icons
D	desktop
Q	The area on the display screen where icons are grouped is often referred to as _____ .
A	Desktop
B	Windows
C	icons
D	Pointer
Q	Small pictures that represent commands files or Windows is known as _____ .
A	Desktop
B	Windows
C	icons
D	Pointer
Q	A device such as mouse or trackball that enables the user to select objects on the display screen is known as ____ .
A	Pointing device
B	Windows
C	icons
D	Pointer
Q	What the user interacts with is a collection of elements referred to as _____.
A	Object

B	Pointer
C	Action
D	User interface
Q	The operations like accessing and modifying objects by pointing, selecting and manipulating is known as _____.
A	Object
B	Pointer
C	Action
D	User interface
Q	What are the advantages of direct manipulation?
A	visually presents task concepts, easy to learn, encourages exploration
B	visually presents task concepts
C	easy to learn
D	encourages exploration
Q	What are the disadvantages of direct manipulation?
A	may be more difficult to program, not suitable for small graphic displays, compact notations main better suit expert users
B	compact notations main better suit expert users
C	may be more difficult to program
D	not suitable for small graphic displays
Q	Applications like video games, CAD systems are the example of _____.
A	Direct manipulation

B	Menu selection
C	Command language
D	Form fill in
Q	Visual or special representation of information has been found to be easier to retain and manipulate and leads to _____ .
A	immediate feedback
B	faster use and problem-solving
C	more natural
D	more attractive
Q	Pointing and selection controls such as the mouse or trackball enables _____ .
A	faster learning
B	low typing requirements
C	faster use and problem-solving
D	replaces national language
Q	The ability to reverse unwanted actions also increases user confidence and hastens system mastery means _____ .
A	actions can be easily reversible
B	more attractive
C	immediate feedback
D	low typing requirements
Q	Research has found that _____ and more accurately than text and that the graphical attributes of icons.
A	symbols can be recognised faster
B	faster learning
C	faster use and problem solving

D	more natural
Q	Users conceptual space is control and constrained by programs in _____ .
A	Graphical user interface
B	Web interface
C	Command line
D	Direct manipulation
Q	Users focus on information and navigation in ____ .
A	Graphical user interface
B	Web interface
C	Command line
D	Direct manipulation
Q	Users conceptual space is infinite and generally an organised in _____ .
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B	Command line
C	Web interface
D	Direct manipulation
Q	Which of the following is not one of the primary colors?
A	Red
B	Yellow
C	Blue
D	Green
Q	Which of the following is not true regarding "cones"? Which of the following is not true regarding "cones"? Which of the following is not true regarding "cones"?
A	A type of receptor in eye more sensitive to light

B	Different types of cones are sensitive to different wavelengths of light
C	Eye has approximately 6 million cones
D	Eye has approximately 7 million cones
Q	_____ refers to the relationship between controls and their effects in the word.
A	Visibility
B	Affordance
C	Mapping
D	Pagging
Q	The persona's needs are sufficiently unique to require a distinct interface form and behavior is _____ type of Persona.
A	Primary
B	Secondary
C	Supplement
D	Negative
Q	Rods are sensitive to?
A	bright light
B	dim light
C	colored Vision
D	blurriness
Q	_____ language tends to be grammatical while _____ language is often Ungrammatical.
A	Written, spoken

B	Spoken, written	
C	Written , written	
D	Spoken,spoken	
Q	The Usability Engineering lifecycle was proposed by _____.	
A	Deborah Mayhew	
B	Webster	
C	Barry Boehm	
D	Hartson	
Q	Which of the following factor does not affect colour?	
A	Grayscale display	
B	Display angle	
C	Variation in display unit	
D	constant display unit	
Q	Roughly _____ percent of the male population has some degree of color blindness.	
A		10
B		20
C		30
D		40
Q	Conventional wisdom says that _____ tell the user when he has made some mistake.	
A	Program crash	
B	System stuck	
C	Error messages	
D	Metadata	

Q	People frequently counter the idea of _____ feedback with arguments that users don't like it
A	Audible
B	Video
C	Walkthroughs
D	Written
Q	_____ environments are environments that are user and context aware.
A	Non-attentive
B	Visual
C	Sensing
D	Attentive
Q	Create Screen _____ by using as few styles, display techniques and colors as possible.
A	Economy
B	Unity
C	Predictability
D	Balance
Q	Information sites with daily-updated information will naturally attract _____ users more than a monthly-updated site.
A	Repeat
B	Infrequent
C	Nonuser
D	Less

Q	The colors, which are directly opposite to each other are said to be:
A	Complementary colors
B	Analogous colors
C	Primary colors
D	Secondary colors
Q	Which of the following is not one of the goals of HMI?
A	To produce usable systems
B	To produce safe systems
C	To produce non-functional systems
D	To improve effectiveness of the systems
Q	Total time period taken by the fixations in reading process is approximately?
A	94%
B	90%
C	80%
D	70%
Q	As a person work with a system, he or she then develops a _____ of the system
A	Mental model
B	Conceptual model
C	System model
D	Oprerational model
Q	Which of the following is not design goal in screen designing?
A	Reduce visual work
B	Reduce intellectual work

C	Reduce memory work
D	Increase Memory work
Q	What is the speed of proof reading text on paper?
A	100 words per minute
B	200 words per minute
C	400 words per minute
D	300 words per minute
Q	What is the color representation of red color in RGB color model using Hexadecimal notaion ?
A	#FF0000
B	#0000FF
C	#0FF000
D	#00FF00
Q	Which colors are used in RGB color model ?
A	Red, Green, Blue
B	Red, Green, Black
C	Red, Gray, Black
D	Red, Gray, Blue
Q	Which colors are used in CMYK color model ?
A	Cyan, Maroon, Yellow, Blue
B	Cyan, Magnolia, Yellow, Blue
C	Cyan, Magenta, Yellow, Black
D	Cyan, Magenta, Yellow, Blue
Q	Which of the following file format is best suited for video files ?

A	MP3
B	BMP
C	TIFF
D	MP4
Q	Open source platforms are mobile platforms that are freely not available for users to Open source platforms are mobile platforms that are freely not available for users to Open source platforms are mobile platforms that are freely not available for users to Open source platforms are mobile platforms that are freely not available for users to Open source platforms are mobile platforms that are freely not available for users to Open source platforms are mobile platforms that are freely not available for users to
A	download,
B	alter, and
	edit.
	edit.
	edit.
	edit.
	edit.
	edit.
C	
D	distribution service for applications
Q	Which of the following is not licensed platforms used for mobile HCI development.

A	<p>Java Micro Edition (Java ME)</p> <p>Java Micro Edition (Java ME)</p> <p>Java Micro Edition (Java ME)</p> <p>Java Micro Edition (Java ME)</p> <p>Java Micro Edition (Java ME)</p> <p>Java Micro Edition (Java ME)</p>
B	Binary Runtime Environment for Wireless (BREW)
C	<p>Windows Mobile</p> <p>Windows Mobile</p> <p>Windows Mobile</p> <p>Windows Mobile</p> <p>Windows Mobile</p>
D	WebKit
Q	The pros of mobile web widgets is :
A	They typically require a compatible widget platform to be installed on the device.
B	They cannot run in any mobile web browser.
C	They are easy to create, using basic HTML, CSS, and JavaScript knowledge.
D	They require learning additional proprietary, non-web-standard techniques
Q	<p>The cons of mobile web widgets is ;</p> <p>The cons of mobile web widgets is ;</p> <p>The cons of mobile web widgets is ;</p> <p>The cons of mobile web widgets is ;</p> <p>The cons of mobile web widgets is ;</p>
A	They can be simple to deploy across multiple handsets
B	They require learning additional proprietary, non-web-standard techniques
C	They are easy to create, using basic HTML, CSS, and JavaScript knowledge.

D	<p>They offer an improved user experience and a richer design, tapping into device features and offline use.They offer an improved user experience and a richer design, tapping into device features and offline use.They offer an improved user experience and a richer design, tapping into device features and offline use.They offer an improved user experience and a richer design, tapping into device features and offline use.They offer an improved user experience and a richer design, tapping into device features and offline use.</p>
Q	<p>What is Information architecture ?</p>
A	<p>The organization of data within an informational space. In other words, how the user will get to information or perform tasks within a website or application.The organization of data within an informational space. In other words, how the user will get to information or perform tasks within a website or application.The organization of data within an informational space. In other words, how the user will get to information or perform tasks within a website or application.The organization of data within an informational space. In other words, how the user will get to information or perform tasks within a website or application.The organization of data within an informational space. In other words, how the user will get to information or perform tasks within a website or application.</p>
B	<p>The visual layout of information or how the user will assess meaning and direction given the information presented to himThe visual layout of information or how the user will assess meaning and direction given the information presented to himThe visual layout of information or how the user will assess meaning and direction given the information presented to himThe visual layout of information or how the user will assess meaning and direction given the information presented to himThe visual layout of information or how the user will assess meaning and direction given the information presented to him</p>

C	<p>The words used to describe information spaces; the labels or triggers used to tell the users what something is and to establish the expectation of what they will find.</p> <p>The words used to describe information spaces; the labels or triggers used to tell the users what something is and to establish the expectation of what they will find.</p> <p>The words used to describe information spaces; the labels or triggers used to tell the users what something is and to establish the expectation of what they will find.</p> <p>The words used to describe information spaces; the labels or triggers used to tell the users what something is and to establish the expectation of what they will find.</p>
D	The design of the visual paradigms used to create action or understanding
Q	What is web runtimes?
A	<p>allows developers to create native applications for any device that runs the Android platform</p> <p>allows developers to create native applications for any device that runs the Android platform</p> <p>allows developers to create native applications for any device that runs the Android platform</p> <p>allows developers to create native applications for any device that runs the Android platform</p>
B	<p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p>
C	<p>a browser technology, so applications can be created simply by using web technologies such as HTML, CSS, and JavaScript.</p> <p>a browser technology, so applications can be created simply by using web technologies such as HTML, CSS, and JavaScript.</p> <p>a browser technology, so applications can be created simply by using web technologies such as HTML, CSS, and JavaScript.</p> <p>a browser technology, so applications can be created simply by using web technologies such as HTML, CSS, and JavaScript.</p>

D	<p>The Web is the only application framework that works across virtually all devices and all platforms.</p> <p>The Web is the only application framework that works across virtually all devices and all platforms.</p> <p>The Web is the only application framework that works across virtually all devices and all platforms.</p> <p>The Web is the only application framework that works across virtually all devices and all platforms.</p>
Q	<p>What is WebKit ?</p> <p>What is WebKit ?</p> <p>What is WebKit ?</p> <p>What is WebKit ?</p>
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B	<p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p> <p>These are meant to be miniframeworks, based on web standards, to create mobile widgets.</p>
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Q	what is mean by Android SDK?
A	Applications written using the Win32 API can be deployed across the majority of Windows Mobile-based devices. Applications written using the Win32 API can be deployed across the majority of Windows Mobile-based devices. Applications written using the Win32 API can be deployed across the majority of Windows Mobile-based devices.
B	allows developers to create native applications for any device that runs the Android platformallows developers to create native applications for any device that runs the Android platformallows developers to create native applications for any device that runs the Android platform
C	These are meant to be miniframeworks, based on web standards, to create mobile widgets.These are meant to be miniframeworks, based on web standards, to create mobile widgets.These are meant to be miniframeworks, based on web standards, to create mobile widgets.These are meant to be miniframeworks, based on web standards, to create mobile widgets.
D	The Web is the only application framework that works across virtually all devices and all platforms.The Web is the only application framework that works across virtually all devices and all platforms.The Web is the only application framework that works across virtually all devices and all platforms.
Q	which is not Characteristics of Mobile 2.0
A	The social web meets mobility
B	Extensive use of User-Generated Content, so that the site is owned by its contributors
C	Leveraging services on the web via mashups
D	Confirm the path by teasing content
Q	Purpose of Drag and Drop Module is :
A	Rearranging lists.
B	Rearranging modules on a page.
C	Invoking actions on a dropped object. Invoking actions on a dropped object. Invoking actions on a dropped object.
D	Maintaining collections through drag and drop.

Q	Purpose of Drag and Drop Object is:
A	Changing relationships between objects
B	Rearranging modules on a page.
	Invoking actions on a dropped object. Invoking actions on a dropped object. Invoking actions on a dropped object.
C	
D	Maintaining collections through drag and drop.
Q	Purpose of Drag and Drop Collection
A	Changing relationships between objects
B	Rearranging modules on a page.
	Invoking actions on a dropped object. Invoking actions on a dropped object.
C	
D	Maintaining collections through drag and drop.
Q	The simplest version of Contextual Tools is to use
A	Hover-Reveal Tools
B	Always-Visible Tools
C	Toggle-Reveal Tools
D	Multi-Level Tools
Q	what mean by Multi-Level Tools
A	Place Contextual Tools directly in the content.
	Show Contextual Tools on mouse hover. Show Contextual Tools on mouse hover.
B	
C	Progressively reveal actions based on user interaction
	A master switch to toggle on/off Contextual Tools for the page A master switch to toggle on/off Contextual Tools for the page
D	page
Q	what mean by Hover-Reveal Tools
A	Place Contextual Tools directly in the content.
	Show Contextual Tools on mouse hover.
B	

C	A master switch to toggle on/off Contextual Tools for the page
D	Progressively reveal actions based on user interaction