

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 2012

Examination: Final Year Semester VIII

Course Code: CPC802 and Course Name: Human Machine Interaction

Time: 1hour

Max. Marks: 50

Note to the students:- All the Questions are compulsory and carry equal marks .

Q1	HMI means _____ Machine Interface.
Option A:	Human
Option B:	Hard
Option C:	Heart
Option D:	Head

Q2	_____ plays a important role to bridge up the gap between the interfaces of machines and human understanding.
Option A:	Human-machine interaction
Option B:	Cloud computing
Option C:	Human-human interaction
Option D:	Machine-machine interfaces

Q3	_____ is a term used to refer to an attribute of an object that allows people to know how to use it.
Option A:	Visibility
Option B:	Affordance
Option C:	Constraint
Option D:	Feedback

Q4	WYSIWYG stands for _____.
Option A:	Where you see is where you get
Option B:	What you see is what you get
Option C:	When you see it when you get
Option D:	Where you see is what you get

Q5	How many different colors are possible for each pixel with 4 bits for each pixel ?
Option A:	3
Option B:	8
Option C:	128
Option D:	16

Q6	Learnability in case of principle to support usability is
Option A:	the ease with which new users can begin effective interaction and achieve maximal performance
Option B:	the ease with which old users can begin effective interaction and achieve maximal performance
Option C:	the ease with which new users can begin effective interaction and achieve minimal performance
Option D:	the ease with which old users can begin effective interaction and achieve minimal performance

Q7	Which of the following is/are the best practice approach universally accepted for interaction design
Option A:	Iteration
Option B:	Iteration and Prototyping
Option C:	Prototyping
Option D:	Redesign

Q8	Scenarios are rich design stories, which can be used and reused throughout design:of user interfave. Which of the following is correct statement about the Scenario
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Option A:	give a step-by-step walkthrough of users' interactions: including what they see, do and are thinking
Option B:	give a whole walkthrough of users' interactions: including what they see, do and are thinking
Option C:	give a step-by-step walkthrough of users' interactions:excluding what they see, do and are thinking
Option D:	give a step-by-step walkthrough of users' interactions: only

Q9	Provide meaningful contrast between screen elements" will match with follow-ing UI design principle
Option A:	Clarity
Option B:	Accessibility
Option C:	Availability
Option D:	Aesthetically pleasing

Q10	Provide as simple an interface as possible match with following UI design Prin-ciple
Option A:	Perceptibly
Option B:	Clarity
Option C:	Simplicity
Option D:	Availability

Q11	Example of direct manipulation system do not include
Option A:	Command line editor
Option B:	Computer Aided Design Software
Option C:	WISiWIG word processing
Option D:	None of the above

Q12	"Use real world metaphor" will match with following UI design principle
Option A:	Accessibility
Option B:	Availability
Option C:	Clarity
Option D:	Familiarity

Q13	Gestalt Means _____
Option A:	shape or figure
Option B:	line
Option C:	circle
Option D:	sqaure

Q14	How many behavioral patterns are there
Option A:	4
Option B:	6
Option C:	8
Option D:	10

Q15	Human centric design also called as _____
Option A:	user-centered design
Option B:	user-centered designer
Option C:	user-center designer
Option D:	none

Q16	Quantative Research model on
Option A:	Human behaviour model
Option B:	Natural science model
Option C:	Human behaviour module
Option D:	Natural science module

Q17	which model depicts the image of the system that an end user creates in his or her head?
Option A:	design model
Option B:	system perception
Option C:	user model
Option D:	implementation model

Q18	Which is not a good rule for organizing menu contents into meaningful groups and sequences?
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Option A:	Form groups that cover all possibilities.
Option B:	Create groups of logically similar items
Option C:	Use familiar terminology, but ensure that items are distinct from one another
Option D:	Make sure that some items overlap

Q19	A menu bar is used to organize and provide access to
Option A:	actions
Option B:	performe
Option C:	design
Option D:	Object

Q20	Which of the following Help facility guidelines is correct?
Option A:	Provide a hierarchical framework
Option B:	Collect data to determine what types of Help are needed
Option C:	Provide easy browsing and a distinctive format
Option D:	Provide easy accessibility

Q21	Which of the following guidelines are correct for writing instructional information on Web pages?
Option A:	Do not use phrasing that indicates a certain page order or flow
Option B:	Explain where "Up" leads too
Option C:	Phrase them in a browser-independent manner
Option D:	All of the above

Q22	Which of the following terms should be avoided in writing sentences and messages?
Option A:	Abort
Option B:	Cancel.
Option C:	Not correct
Option D:	Enter.

Q23	What is a purpose of a diagram?
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Option A:	To aid visualization of three-dimensional structures.
Option B:	To show the structure or relationship of objects
Option C:	As a supplement to text and graphics
Option D:	To provide navigation links to other content

Q24	What is a symbolic icon?
Option A:	An image that looks like what it means
Option B:	An abstract image representing something
Option C:	An image illustrating an example or characteristic of something
Option D:	An image completely arbitrary in appearance whose meaning must be learned

Q25	Which of the following icon guideline is/are correct?
Option A:	Consider user cultural and social norms
Option B:	Provide consistency in icon type
Option C:	Use traditional images
Option D:	All of the above