



In the Name of Allāh, the Most Gracious, the Most Merciful

## **MidTerm Papers Solved MCQS with Reference (1 to 22 lectures)**

**Question# 1:** The term mental model was first developed in the early 1640s by \_\_\_\_\_

- Johnson - Laird
- Donald Norman
- **Kenneth Craik**
- John Corman

**Page # 93**

**Question# 2:** In \_\_\_\_\_ several keys must be pressed at once in order to enter a single character.

- QWERTY Keyboard
- Dvorak Keyboard
- Alphabetical keyboard
- **Chord keyboards**

**Page # 112**

**In chord keyboards several keys must be pressed at once in order to enter a single character. This is a bit like playing a flute, where several keys must be pressed to produced with a small number of keys, few keys are required, so chord keyboards can be very small, and many can be operated with just one hand.**

**Question#3:** On my personal computer, I am listening a song with head phone. At same time, I am entering data in MS word It means my system is:

- Uni-model
- **Multi-model**
- Mini-model
- Large-model

**Question#4:** What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system** **Page # 91**
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- It allows poorly-defined problems to be solved

**Question#5:** Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

- Physical
- Logical
- **Cultural** **Page # 106**
- Graphical

**Question#6:** There is usually a \_\_\_\_\_ attached to the top of a window identifying it to the user.

- Icon
- **Title bar** **Page # 130**
- Menu
- Button

Question#7: Input in human is mainly through the \_\_\_\_\_ and output through the \_\_\_\_\_ of the effectors.

- Senses, Rods
- Motor control, Senses
- **Senses, Motor Control**
- Motor Control, Rods

Page # 54

Input in human is mainly through the **senses and output through the motor control** of the effectors. There are five major senses:

- Sight
- Hearing
- Touch
- Taste
- Smell

Question#8: \_\_\_\_\_ model is famous for risk analysis.

- Waterfall
- **Spiral**
- RAD
- Incremental

Page # 150

For many years, the waterfall formed the basis of most software developments, but in 1988 Barry Boehm suggested the spiral model of software development. **Two features of the spiral model are immediately clear from figure: risk analysis and prototyping.**

اپنے آپ کو بدل دو تمہاری  
قسمت خود بخود بدل جائے گی

**Question#9:** \_\_\_\_\_ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient.
- Strategic.
- Tactical.
- Reliable.

○ Only A

○ **Only C**

**Page # 143**

○ A and C

○ B and D

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.

Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

**Question#10:** In order to develop any product, which major activity or activities should be undertaken from the given list:

- A. The designer must understand the requirements of the product  
B. must develop the product.

○ Only A

○ Only B

○ **A and B**

**Page # 148**

○ Not A and Not B

In order to develop any product, two major activities have to be undertaken:

The designer must understand the requirements of the product, and must develop the product.

کسی انسان کی خوبی کو پہچانوں اور اسے بیان کرو، لیکن اگر کسی کی  
خامی مل جائے تو یہاں تمہاری خوبی کا امتحان ہے۔  
فرمان حضرت علیؓ



Question# 11: The persona's needs are fully satisfied by a primary interface refers to \_\_\_\_\_ persona.

○ Supplement

Page # 159

○ Negative

○ Secondary

○ Primary

Question# 12: Suppose ali is writing an article on Cloud computing in windows mobile, which cognitive mode will contribute to generate this idea.

○ Experiential cognition

○ Reflective cognition

Page # 48

○ Information cognition

○ Execution cognition

Reflective cognition involves thinking, comparing, and decision-making. This kind of cognition is what leads to new ideas and creativity. Examples include designing, learning, and writing a book.

Question# 13: Primary interface serves the needs of the persona with the minor modification or addition refers to \_\_\_\_\_ persona.

○ Primary

○ Secondary

Page # 159

○ Supplement

○ Negative

” گفتگو ایسی چیز ہے۔  
جسکی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔“

**Question#14:** As a designer you get usage patterns and the goals associated with users that drive the creation of personas in the \_\_\_\_\_ phase.

- Requirements definition
- Framework definition
- **Modeling phase**
- Refinement

**Page # 159**

**Question#15:** \_\_\_\_\_ minimize errors.

- Affordance
- Visibility
- **Constraints**
- Affordance and Visibility

**Page # 106**

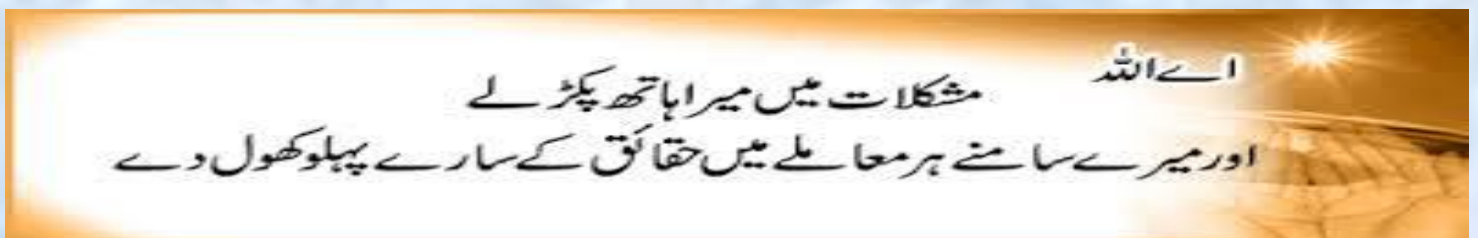
**Constraints**, on the other hand, are the *inverse* of affordances. They limit the way an object can be used. Constraints can be used to avoid usage **errors** or **minimize** the information to be remembered.

**Question#16:** The color, which are directly opposite to each other are said to be.

- **Complementary colors**
- Analogous colors
- Primary colors
- Secondary colors

**Page # 64**

**Complementary colors** are any two colors, which are directly opposite each other, such as red and green and red-purple and yellow-green.



**Question#17:** The \_\_\_\_\_ phase employs ethnographic field study techniques (observation and contextual interviews) to provide qualitative data about potential and/or actual users of the product.

- Refinement
- Framework definition
- Modeling
- **Research**

**Page # 158**

**Question#18:** Comparing design standards with guidelines, standards are usually \_\_\_\_\_.

- **Higher in authority and more limited in application**
- Higher in authority and more general in application
- Lower in authority and more general in application
- Lower in authority and more limited in application

### types of design rules

- principles
  - abstract design rules
  - low authority
  - high generality
- standards
  - specific design rules
  - high authority
  - limited application
- guidelines
  - lower authority
  - more general application

جھوٹ انسان اور ایمان دونوں کا دشمن ہے

**Question#19:** There are various types of errors. Norman has categorized them into two main types.

- Mistakes, Error
- Self Blaming , Mistakes
- Error , Slips

○ **Mistakes, Slips**

**Page # 100**

**Question#20:** The transitions on the Interaction Framework;

- Are unimportant
- Simply link the whole system together
- Pass messages around the system

○ **Represent the translations required from one component to the next**

**Page # 123**

**Question#21:** Which of the following is proportional to the amplitude of the sound where the frequency remains constant?

- Pitch
- **Loudness**
- Timber
- Rhythm

**Page # 70**

**Question#22:** The eye is a mechanism for receiving light and transforming it into \_\_\_\_\_ energy.

- **Electrical energy**
- Heat energy
- Potential energy
- Kinetic energy

**Page # 55**

Vision begins with light. **The eye is a mechanism for receiving light and transforming it into electrical energy.** Light is reflected from objects in the world and their image is focused upside down on the back of the eye. The receptors in the eye transform it into electrical signals, which are passed to brain.



Question#23: WYSIWYG stands for \_\_\_\_\_.

- What you say is what you talk
- **What you see is what you get**
- What you sing is what you think
- What you sow is what you ripe

**Page # 36**

**WYSIWYG (what you see is what you get)**

Question#24: Which of the following is haptic perception?

- **Touch**
- Smell
- Taste
- Hear

**Page # 71**

**The third sense is touch or haptic perception. Although this sense is often viewed as less important than sight or hearing, imagine life without it. Touch provides us with vital information about our environment. It tells us when we touch something hot or cold, and can therefore act as a warning. It also provides us with feedback when we attempt to lift and object.**

Question#25: \_\_\_\_\_ is required when someone is required to make a prediction about a particular state of affairs.

- Image model
- **Mental model**
- Initial model
- Spiral model

**Page # 94**

**Mental models are usually constructed when we are required to make an inference or a prediction about a particular state of affairs**

**Question#26:** \_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons**                      **Page # 133**
- Edition
- Cursors
- Windows

**Buttons are individual and isolated** regions within display that can be selected by the user to invoke specific operations.

**Question#27:** In understanding the nature of usability: the way or approach in which the user and the idiom interact is called \_\_\_\_\_.

- **Strategic**                      **Page # 143**
- Tactical
- Non- Technical
- Technical

**Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.**

**Question#28:** Unable to edit pdf document, is a type of \_\_\_\_\_ constraints.

- Physical
- **Logical**                      **Page # 106**
- Cultural
- Update

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو

**Question#29:** The \_\_\_\_\_ appears in the center of the circle, and so there is the same distance to travel to any of the selections.

- ☐ Main menus
- ☐ Icon
- ☐ **Pointer**
- ☐ Title bar

**Page # 132**

**Question#30:** Which of the following is proportional to the amplitude of the sound; the frequency remains constant?

- ☐ Pitch
- ☐ **Loudness**
- ☐ Timber
- ☐ None of these

**page # 70**

**Question#31:** The human eye has approximately \_\_\_\_\_ rods and \_\_\_\_\_ cones per eye

- ☐ **120 million , 6 million**
- ☐ 190 million , 3 billion
- ☐ 150 billion , 6 million
- ☐ None of the given

**Page # 56**

**The human eye has approximately 120 million rods 6 million cones per eye**

عقل مند کہتا ہے میں کچھ نہیں جانتا جبکہ بے وقوف کہتا ہے کہ میں سب کچھ جانتا ہوں

Question#32: What are the three types of reasoning?

- Deductive, Productive and Inductive
- **Abdicative, Inductive and Deductive**
- Inductive, Abdicative and Reproductive
- Productive, Reproductive and Deductive

Page # 89

### Reasoning

Reasoning is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest. There are a number of different types of reasoning:

- Deductive reasoning
- Inductive reasoning
- Abdicative reasoning

Question#33: Which of the following is not one of the goals of HCI?

- To produce usable systems
- To produce safe systems
- **To produce non-functional systems**
- To improve effectiveness of the systems

Page # 30

The goals of HCI are to produce usable and safe systems, as well as functional systems. These goals can be summarized as 'to develop or improve the safety, utility, effectiveness, efficiency and usability of systems.'

Question#34: Which of the following is considered as the most complex species?

- **Humans**
- Computers
- Animals
- Birds

Page # 18

Human beings are the most interesting and fascinating specie on planet. They are the most complex living being on the earth



**Question#35:** Totality of characteristics of an entity that bear on its ability to satisfy stated and implied needs are called \_\_\_\_\_.

- **Quality**                      **Page # 40** [Click here for more detail](#)
- Effectiveness
- Standard
- Quantity

**Quality is essential in all we do and particularly in our chosen field of work.**

**Quality has been defined by the International Standards Organization (ISO) as:**

**The totality of characteristics of an entity that bear on its ability to satisfy stated or implied needs.**

**Question#36:** Which of the following is not true regarding "cones"?

- A type of receptor in eye
- **more sensitive to light**                      **Page # 56**
- different types of cones are sensitive to different wavelengths of light
- eye has approximately 6 million cones

**Cones are the second type of receptor in the eye. They are less sensitive to light than the rods and can therefore tolerate more light. There are three types of cone, each sensitive to a different wavelength of light. This allows color vision. The eye has approximately 6 million cones, mainly concentrated on the fovea.**

**Question#37:** Which of the following is a true statement?

- **Human-computer interface specialists are user-centered and software engineers are system centered**  
**Page # 21**
- Human-computer interface specialists are system-centered and software engineers are user-centered
- Human-computer interface specialists and software engineers, both are system-centered.
- Human-computer interface specialists and software engineers, both are user-centered.

### **Software Engineering and HCI**

**There is a basic fundamental difference between the approaches taken by software engineers and human-computer interaction specialists. Human-computer interface specialists are user-centered and software engineers are system-centered.**

Question#38: Which of the following is not true?

- Utility refers to the functionality of a system
- **Usability is concerned with adding complexity to the system** page # 30
- Usability is concerned with making systems easy to use
- Poorly designed computer system can be extremely annoying to users

Utility refers to the functionality of a system or, in other words, the things it can do. Improving effectiveness and efficiency are self-evident and ubiquitous objectives. The promotion of safety in relation to computer systems is of paramount importance in the design of safety-critical systems. Usability, a key concept in HCI, is concerned with making systems easy to learn and easy to use. Poorly designed computer system can be extremely annoying to users, as you can understand from above described incidents.

Question#39: Formal methods are used to represent

- Architecture aspects of software systems only
- Procedural aspects of software systems only
- **Both Architecture and procedural aspects of software systems** Page # 21
- None of the given

Formal methods have been developed to represent data, architectural, and procedural aspects of a software system

Question#40: Which interface system is based on the question / answer dialogue?

- Command Line Interfaces
- **Query interfaces** Page # 127 and 128
- Menus
- Natural Language Interfaces

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**Question#41:** Choice of operations and services are offered on the screen through \_\_\_\_\_

- ☐ Pointers
- ☐ Toolbars
- ☐ **Menus**
- ☐ None of the given

**Page # 131**

**A menu presents a choice of operations or services that can be performed by the system at a given time.**

**Question#42:** What will be the gulf of execution if the user is able to formulate and perform the actions easily;

- ☐ **Smaller**
- ☐ Greater
- ☐ Balanced
- ☐ None of the Given

**Page # 122**

**Question#43:** Form-filling interfaces are used for

- ☐ **data entry**
- ☐ data integration
- ☐ data manipulation
- ☐ data definition

**Page # 128**

**Form-filling interfaces are used primarily for data entry but can be useful in data retrieval applications.**

**Question#44:** Which of the following is flaw in waterfall model?

- ☐ **requirements change overtime**
- ☐ maintenance can not be possible at the end
- ☐ testing should be done before requirements gathering
- ☐ All at the given

**Page # 150**

**Flaws of waterfall model:** One of the main flaws with this approach is that **requirements change over time.**

**Question# 45:** There are two aspects in which we can understand the nature of usability A. Strategic and Tactical. B. Efficiency and Strategy C. Tactical and Reliability D. Efficiency and Reliability

- **Only A** **Page # 143**
- Only C
- A and D
- B and C

we can understand The nature of usability in two aspects

- Strategic
- Tactical

**Question#46:** Once the user input into system, the input language is translated into the language as operations to be performed by the system.

- Task
- **Core** **Page # 123**
- Both
- None of the above

The only way the user can manipulate the machine is through the input, and so the task must be articulated within the input language, the input language is translated into the core language as operations to be performed by the system.

**Question# 47:** User and system has its own unique language the language used by the system is called \_\_\_\_\_.

- **Core** **Page # 123**
- Task
- Both
- None of the above

The system's language is referred as the core language and the user's language is referred as the task language

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے



Question#48: Which of the following is used to toggle between two states?

- check boxes
- **Radio buttons**
- Toolbars
- menus

Page # 133

### Radio Buttons

Buttons can also be used to toggle between two states

Question# 49: Which of the following is a text entry device?

- **Keyboard**
- mouse
- monitor
- touch pad

Page # 110

**Text entry devices:** There are many text entry devices as given below:

**Keyboard** The most common method of entering information into the computer is through a

**Keyboard** QWERTY keyboard, Alphabetic keyboard, Dvorak Keyboard, Chord keyboards , Phone pad and T9 entry

Question#50: "Mistakes" and "Slips" are two forms of

- **Errors**
- goals
- evaluation
- objectives

Page # 100

There are various types of errors. Norman has categorized them into two main types, slips and mistakes:

تم اچھا کرو زمانہ تم کو برا سمجھے یہ اس سے بہتر ہے کہ تم برا کرو اور زمانہ تم کو اچھا سمجھے

Question# 51: The \_\_\_\_\_ model should match the \_\_\_\_\_ model.

- User, conceptual
- **Conceptual, mental**
- Mental, central
- Conceptual, central

Page # 94

[Click here for more Detail](#)

Question#52: Which of the following is/are aspect(s) of human action?

- **execution and evaluation**
- evaluation and efficiency
- efficiency and execution
- efficiency

Page # 99

**Human action has two aspects, execution and evaluation.**

**Execution:** involves doing something.

**Evaluation:** is the comparison of what happened in the world with what we wanted to happen

Question#53: Building things from user's perspective is called

- Functionality
- **Usability**
- Portability
- None of the given

page # 31

**Usability goals:** To recap, usability is generally regarded as ensuring that interactive products are easy to learn, effective to use, and enjoyable **from user perspective.**

بري صحبت سے تنہائی بہتر ہے اور تنہائی سے نيك صحبت بہتر ہے

Question#54: Certain factors that help us to interact with graphical based systems

- Indirect manipulation
- **Direct manipulation**
- Both
- None of the given

Page # 86

GUI and direct manipulation interface are good environments for supporting this kind of learning

Question#55: If you are taking lecture and suddenly you hear music or voices from the other room. It is called?

- Focused attention
- Divided attention
- Voluntary attention
- **Involuntary attention**

Page # 70

An everyday example of an involuntary act is being distracted from working when we can hear music or voices in the next room

Question#56: Which of the following is a long-term individual difference?

- Age
- **Sex**
- Fatigue
- Color

[Click here for more Detail](#)

Individual Differences Long term : Sex , Physical abilities , Intellectual abilities

اللہ کا خوف سب سے بڑی دانائی ہے

**Question#57:** \_\_\_\_\_refers to how good a system at doing What it is supposed to do?

- Safety
- Usability
- Efficiency
- **Effectiveness**

**Page # 31**

#### **Effectiveness**

It is a very general goal and refers to how good a system at doing what it is suppose to do.

**Question#58:** As a software designer, which aspects guide you to think about the Way in which the user and the idiom interact?

- Tactical
- Manual
- Technical
- **Strategic**

**Page # 143**

**Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact.**

**Question#59:** Adeel renders financial services in “ABC” bank .He specialized in his field. What he is called as from the following?

- Society of manufacturing engineer (SME)
- **Subject matter expert (SME)**
- Small and medium enterprise (SME)
- Subject master engineering (SME)

**Page # 168**

#### **Subject matter expert (SME)**

جو شخص ناکامیوں سے ڈر کر بھاگتا ہے کامیابی اُس سے ڈر کر بھاگتی ہے



**Question#60:** Scenario content and context are derived from information gathered during\_\_\_\_\_ the phase and analyzed during the \_\_\_\_\_phase (respectively)

- Modeling, implementation
- Modeling, Research
- Research, implementation
- **Research, modeling**

**Page # 100**

Scenario content and context are derived from information gathered during the Research phase and analyzed during the modeling phase.

**Question#61:** What is a semantic network?

- **A model of long-term memory**
- A record of our memory of events
- The part of the brain which allows us to remember things
- A mechanism for improving memory

**Page # 82**

### **Long-term memory structure**

There are two types of long-term memory: **episodic memory and semantic memory.**

**Question#62:** Which of the following is least likely to be revealed by a paper prototype?

- Your users don't know the term algorithm
- **Toolbar buttons are too small to press**
- The Help menu isn't in the right place
- Radio buttons are too small

[Click here for more Detail](#)

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے

**Question#63:** \_\_\_\_\_ is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.

- ☐ Scenario
- ☐ **Persona**
- ☐ Prototype
- ☐ None

**Page # 187**

**The persona is a powerful, multipurpose design tool that helps overcome several problems that currently plague the development of digital products.**

**Question#64:** The difference between the intentions and allowable actions is the:

- ☐ **Gulf of Execution**
- ☐ Gulf of Evaluation
- ☐ Both of the above options
- ☐ None of these

**Page # 103**

**The difference between the intentions and allowable actions is the gulf of execution.**

**Question#65:** Attention is the process of selecting things to concentrate on, at a point in time, from the range of \_\_\_\_\_.

- ☐ **Possibilities available**
- ☐ Time Available
- ☐ None of these

**Page # 76**

**Attention is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.**

**Question#66:** The goals of HCI are:

- ☐ **Usability and User Experience**
- ☐ Learn ability and Comfort
- ☐ Tasks and Goals
- ☐ All of the above options

**Page # 30**

Question#67: WYSIWYG stands for \_\_\_\_\_.

- ☐ Where you see is where you get
- ☐ **What you see is what you get**
- ☐ When you see it when you get

Page # 36

**WYSIWYG (what you see is what you get)**

Question#68: \_\_\_\_\_ is proportional to the amplitude of the sound.

- ☐ Pitch
- ☐ **Loudness**
- ☐ Timber
- ☐ None of the given

Page # 70

**Loudness is proportional** to the amplitude of the sound; the frequency remains constant

Question#69: Which of the given statements correctly defines effectiveness in terms of one of the usability goals?

- ☐ **It is a very general goal and refers to how good a system at doing what it is suppose to do.** Page # 31
- ☐ It refers to the way a system supports users in carrying out their tasks.
- ☐ It involves protecting the users from dangerous conditions
- ☐ It involves protecting the users from undesired situations

**Effectiveness:** It is a very general goal and refers to how good a system at doing what it is suppose to do.

Question#70: Which of the given statements correctly defines efficiency in terms of one of the usability goals?

- ☐ It is a very general goal and refers to how good a system at doing what it is suppose to do.
- ☐ **It refers to the way a system supports users in carrying out their tasks.**
- ☐ It involves protecting the users from dangerous conditions
- ☐ It involves protecting the users from undesired situations

Page # 31

**Efficiency:** It refers to the way a system supports users in carrying out their tasks.

Question#71: User personas that are not primary or secondary are \_\_\_\_\_ personas.

- Served
- Negative
- Customer
- **Supplemental**

Page # 196

### **Supplemental personas**

User personas that are not primary or secondary are **supplemental personas**

Question#72: Which of the following is the comparison of what happened in the world with what we wanted to happen?

- Action
- **Evaluation**
- Execution
- Implementation

Page # 99

Action Cycle: Human action has two aspects, execution and evaluation. Execution involves doing something.

**Evaluation is the comparison of what happened in the world with what we wanted to happen.**

Question#73: \_\_\_\_\_ Research can tell you about what, how, many and why in rich, multivariate detail.

- Quantitative
- **Qualitative**
- SME
- None of these

Page # 166

**Qualitative research** can tell you about what, how and why **in rich, multivariate detail.**

عقل مند آدمی اس وقت تک نہیں بولتا جب تک خاموشی نہیں ہو جاتی



**Question#74:** Requirements specification involves:

- A. Capturing the functional requirements of the system architecture
- B. Eliciting information about the Work domain from the customer.

- ☐ Only A
- ☐ **Only B** [Click here for more Detail](#)
- ☐ Both A and B
- ☐ Not A and Not B

**Question#75:** What are the Most common things you do with the product is a type of \_\_\_\_\_.

- ☐ Goal- oriented question
- ☐ **System - oriented question** **Page # 182**
- ☐ Workflow- oriented question
- ☐ Attitude-oriented question

#### **System-oriented questions**

##### **Function**

What are the most common things you do with the product?

**Question#76:** What do you procrastinate on? is type of \_\_\_\_\_

- ☐ Priorities
- ☐ **Avoidance** **Page # 183**
- ☐ Exceptions
- ☐ Preference

#### **Avoidance**

What would you prefer not to do?

What do you procrastinate on?

خوبصورتی علم و ادب سے ہوتی ہے لباس و حسن سے نہیں

Question#77: \_\_\_\_\_ Cognitive process involves encoding and recalling knowledge and acting appropriately

- Attention
- Reduction
- **Memory**
- Encoding

[Click here for more Detail and also Read PPT slides](#)

**Memory : Involves encoding and recalling knowledge and acting appropriately**

Question#78: During \_\_\_\_\_ usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models

- Research
- **Modeling**
- Framework
- Interview

**Page # 159**

**Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.**

Question#79: Transactional sites that are used for a significant part of an employee's job should be considered full \_\_\_\_\_ applications.

- **Sovereign**
- Transient
- Temporary
- None of the given

**Page # 30**

**Transactional sites that are used for a significant part of an employee's job should be considered full sovereign applications.**

جھوٹ رزق کو کہا جاتا ہے

**Question#80:** \_\_\_\_\_ is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

- ☐ Perception and recognition
- ☐ **Attention**
- ☐ Learning
- ☐ None of these

**Page # 76**

**Attention** is the process of selecting things to concentrate on, at a point in time, from the range of possibilities available.

**Question#81:** HCI deals with \_\_\_\_\_.

- ☐ Design of interactive system only
- ☐ Evaluation of interactive system only
- ☐ Implementation of interactive system only
- ☐ **All of the given choices** [Click Here For More Detail](#)

**Question#82:** When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- ☐ **Focused Attention**
- ☐ Voluntary Attention
- ☐ Involuntary attention
- ☐ Divided Attention

**Page # 78**

**Focused Attention**

**For example**, when engaged in a conversation it is usual to attend to what the other person is saying.

جھوٹ انسان اور ایمان دونوں کا دشمن ہے

Question#83: Drive a vehicle while holding a conversation with a passenger is the example of \_\_\_\_\_.

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention**

Page # 78

### **Divided Attention**

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger**.

Question#84: \_\_\_\_\_ minimizes errors.

- Affordance
- **Constraints**
- Visibility
- Affordance and Visibility

Page # 106

Question#85: \_\_\_\_\_ are dragged down from the title at the top of the screen.

- **Pull Down Menus**
- Main Menus
- Icons
- Buttons

Page # 132

**Pull-down menus** are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

اپنی مرضی اور اللہ کی مرضی میں فرق کا نام غم ہے



**Question#86:** \_\_\_\_\_ aspect (s) gives us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

- Efficient
- Strategic
- **Tactical**
- Reliable

**Page # 143**

**Tactical aspects** give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

**Question#87:** The Usability Engineering lifecycle was proposed by \_\_\_\_\_.

- Hartson
- Webster
- Barry Boehm
- **Deborah Mayhew**

**Page # 153**

The Usability Engineering lifecycle was proposed by **Deborah Mayhew in 1999.**

**Question#88:** Ali is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.

- **Analytic mode, synthetic mode**
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

**Page # 153**

Two different modes of activity: **analytic mode and synthetic mode.**

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

**Question#89:** Alia is used to describe design problem /solution by\_\_\_\_\_ that is an imagined or projected sequence of events, especially any of several detailed plans or possibilities

- Persona
- **Scenario**
- Flowchart
- Brainstorming

[Click Here For More Detail](#)

**Question#90:** \_\_\_\_\_ are individual and isolated regions within display that can be selected by the user to invoke specific operations.

- **Buttons**
- Pointers
- Menus
- Windows

**Page # 133**

**Buttons are individual and isolated** regions within display that can be selected by the user to invoke specific operations.

**Question#91:** Around 63% of software projects exceed their cost estimates. The top four reasons for This are:

- A– Frequent requests for changes from users
- B– Overlooked tasks
- C– Users' lack of understanding of their own requirements
- D– Insufficient user-analyst communication and understanding

- Only A
- Only B
- Only D

- **A B C & D**

**Page # 27**

**Around 63% of software projects exceed their cost estimates. The top four reasons for this are:**

- Frequent requests for changes from users
- Overlooked tasks
- Users' lack of understanding of their own requirements
- Insufficient user-analyst communication and understanding

Question#92: \_\_\_\_\_ of the potential sales from a site are lost because people cannot find the item they are looking for

☐ 50%

Page # 141

☐ 40%

☐ 30%

☐ 10%

50% of the potential sales from a site are lost because people cannot find the item they are looking for

Question#93: Human eye is very sensitive to \_\_\_\_\_

☐ Air

☐ Smoke

☐ Light

Page # 55 and 56

☐ Sand

Question#94: Top of the web page contain the \_\_\_\_\_

☐ Menu

☐ Title bar

[Click here For More Detail](#)

☐ Home icon

☐ Back button

The title bar is a bar located at the top of a window or a dialog box that displays the name of the window or software program being used.

جو شخص ناکامیوں سے ٹر کر بھاگتا ہے کامیابی اُس سے ٹر کر بھاگتی ہے

Question#95: You can load a VCR tape the right way because of \_\_\_\_\_.

- **Physical constraints**                      Page # 106
- Logical constraints
- Cultural constraints
- None of these

**Physical constraints:** Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

Question#96: \_\_\_\_\_ are unintentional while \_\_\_\_\_ occur through conscious deliberation (respectively).

- **Slips, mistakes**                                      Page # 100
- Errors, slips
- Mistakes, errors
- Mistakes, slips

### **Slips**

**Slips are unintentional.** They happen by accident, such as making typos by pressing the wrong key or selecting wrong menu item by overshooting. The most frequent errors are slips, especially in well-learned behavior.

### **Mistakes**

**Mistakes occur through conscious deliberation.** An incorrect action is taken based on an incorrect decision. For example, trying to throw the icon of the hard disk into the wastebasket, in the desktop metaphor, as a way of removing all existing files from the disk is a mistake. A menu option to erase the disk is appropriate action.

Question#97: What is the main strength of the Problem Space Framework as a model of human problem solving?

- **It operates within the constraints of the human processing system**                      Page # 91
- It explains what is involved in insight
- It allows ill-defined problems to be solved
- None of these



**Question#98:** Over a short period of time, we find it easier to remember the string of numbers "404 894 6743" because:

- ☐ Numbers are easier to remember than arbitrary characters.
- ☐ **The grouping of the numbers is significant**      **Page # 81**
- ☐ Ten numbers is not that many to have to remember from working memory.
- ☐ None of these

**Question#99:** Interpretation inquiry, according to Beyer and Holtzblatt, is based on a master apprentice model of learning.

- ☐ True
- ☐ **False**      **Page # 176**

**Contextual inquiry: Contextual inquiry**, according to Beyer and Holtzblatt, is based on a master-apprentice model of learning: observing and asking questions of the users as if she is the master craftsman and he interviews the new apprentice.

**Question#100:** The persona is not an actual user of the product, but is indirectly affected by it and its use refers to \_\_\_\_\_ persona

- ☐ Primary
- ☐ Secondary
- ☐ **Served**      **Page # 159**
- ☐ Negative

**Served: the persona is** not an actual user of the product, but is indirectly affected by it and its use

**Question# 101:** Which of the following is not a secondary color?

- ☐ Green
- ☐ Orange
- ☐ Purple
- ☐ **Blue**      **Page # 63**

**Secondary Colors:** These are the colors formed by mixing the primary colors. **Green, orange and purple**

Question#102: Which of the following requires less cognitive effort than others?

- **Listening** **Page # 87**
- Speaking
- Hearing
- None of the given

Listening require less cognitive effort than reading or speaking.

Question#103: We are deficient in our development \_\_\_\_\_, not in our development \_\_\_\_\_ (respectively).

- **Process, Tools** **Page # 23**
- Tools, Process
- Tools, Methodology
- None of these

We are deficient in our development process, not in our development tools.

Question#104: The command line interface is used because:

- It is easy to understand
- It is demanded by DOS
- It is offered by UNIX systems
- **It is powerful and flexible** **Page # 127**

**Command line interface are powerful** in that they offer direct access to system functionality, and can be combined to apply a number of tools to the same data. **They are also flexible: the command** often has a number of options or parameters that will vary its behavior in some way, and it can be applied to many objects at once, making it useful for repetitive tasks.

جو لوگوں کے سامنے فخر کرتا ہے وہ لوگوں کی نظروں سے گر جاتا ہے

**Question#105:** Which of the following is concerned primarily with understanding human behavior and the mental processes that underlie it?

- ☐ **Psychology** **Page # 43**
- ☐ Sociology
- ☐ Statistics
- ☐ Computer Science

**Psychology is concerned** primarily with understanding human behavior and the mental processes that underlie it.

**Question#106:** \_\_\_\_\_ plays a role to bridge up the gape between the interfaces of machines and human understanding.

- ☐ Human
- ☐ Computer
- ☐ **Human Computer Interaction** **Page # 14**
- ☐ None of these

**HCI plays a role to bridge** up the gape between the interfaces of machines and human understanding that we have seen in the previous examples.

**Question#107:** The persona's needs are sufficiently unique to require a distinct interface form and behavior is \_\_\_\_\_ type of Persona.

- ☐ **Primary** **Page # 159**
- ☐ Secondary
- ☐ Supplement
- ☐ Negative

**Primary: the persona's needs are sufficiently** unique to require a distinct interface form and behavior

خود کو تمہیں سے بڑھ کر کوئی اچھا مشورہ نہیں دے سکتا

**Question#108:** A \_\_\_\_\_ is usually a collection of icons those are reminiscent of the purpose of the various modes.

- Button
- Pointer
- **Palette**
- Title bar

**Page # 133**

**A palette** is usually a collection of icons that are reminiscent of the purpose of the various modes.

**Question#109:** During \_\_\_\_\_ phase, usage and workflow patterns discovered through \_\_\_\_\_.

- **Modeling, analysis**
- Analysis, modeling
- Testing, modeling
- Testing, Analysis

**Page # 159**

**Modeling: During the modeling phase, usage and workflow patterns discovered through analysis of the field research and interviews are synthesized into domain and user models.**

**Question#110:** The Star lifecycle was proposed by \_\_\_\_\_.

- Deborah Mayhew
- Webster
- Barry Boehm
- **Hartson**

**Page # 152**

**In 1989, the Star lifecycle model was proposed by Hartson and Hix.**

زندگی میں کامیابی کا یہی راز ہے کہ پریشانیوں سے پریشان مت بنو



**Question#111:** Waterfall model is basically a \_\_\_\_\_ model in which each step must be completed before the next step can be started.

- Incremental
- **Linear**
- Iterative
- Analytical

**Page # 149**

The **waterfall lifecycle** was the first model generally known in software engineering and forms the basis of many lifecycle in use today. This is **basically a linear model** in which each step must be completed before the next step can be started.

**Question#112:** What do you enjoy most about your job (or lifestyle) is an example of \_\_\_\_\_.

- Avoidance
- **Motivation**
- Exceptions
- Attitude-oriented questions

**Page # 183**

### **Motivation**

What do you enjoy most about your job (or lifestyle)?

What do you always tackle first?

**Question#113:** \_\_\_\_\_ represents the Early-phase of ethnographic interviews.

- Clarify user roles and behaviors
- Confirm patterns of use
- Clarifying questions
- **Focused on domain knowledge**

**Page # 181**

### **Early-phase**

- Exploratory
- **Focused on domain knowledge**
- Open-ended questions

114: There can only be one \_\_\_\_\_ persona per interface for a product.

- **Primary**
- Secondary
- Supplemental
- Customer

Page # 196

Primary personas represent the primary target for the design of an interface. There can be **only one primary persona per interface for a product.**

Question#115: What are the most common things you do with the product is a type of \_\_\_\_\_.

- Goal-oriented question.
- **System-oriented question.**
- Workflow-oriented question.
- Attitude-oriented question.

Page # 182

### **System-oriented questions**

Function: What are the **most common things you do with the product?**

Question#116: \_\_\_\_\_ represent the user's expectations of the tangible outcomes of using a specific product.

- Non-user goals
- **End goals**
- Experience goals
- Life goals

Page # 192

**End goals** represent the user's expectations of the tangible outcomes of using specific product.

عقل مند کہتا ہے میں کچھ نہیں جانتا جبکہ بے وقوف کہتا ہے کہ میں سب کچھ جانتا ہوں

Question#117: \_\_\_\_\_ personas address the needs of customers, not end users.

- Served
- Negative
- **Customer**
- Supplemental

Page # 197

Customer personas address the needs of customers, not end users. Typically, customer personas are treated like secondary personas.

Question#118: Persona is not context specific, so it can be reused easily.

- True
- **False**

Page # 189

Personas and reuse

– Personas context-specific

• **Cannot be reused across products**

Slide No. 22 Page # 21/61

Question#119: The size and shape of a compact disk, is a type of \_\_\_\_\_ constraint.

- **Physical**
- Logical
- Cultural
- None of these

Page # 106

**Physical constraints**

Physical constraints refer to the way physical objects restrict the movement of things. For example, the way a external disk can be placed into a disk drive is physically constrained by its shape and size, so that it can be inserted in only one way. Likewise, keys on a pad can usually be pressed in only one way.

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question#120: Which of the following device can not be useful for a visually impaired person?

- a typical keyboard
- **a typical monitor**
- a typical speaker
- a typical processor

**Monitors are useless to the visually impaired or blind person.**

Question#121: The gulf of execution refers to \_\_\_\_\_.

- The user's difficulty in understanding the feedback from the system
- The system's difficulty in presenting information in the output language
- The system's difficulty in converting an input expression into the correct system state transition
- **The user's difficulty in formulating and articulating an intention to the system**

Question#122: Which of the following is not one of the primary colors?

- Red
- Yellow
- Blue
- **Green**

Page # 62

### **Primary Colors**

In traditional color theory, these are the 3 pigment colors that cannot be mixed or formed by any combination of other colors. All other colors are derived from these 3 hues

### **PRIMARY COLORS**

**Red, yellow and blue**

دنیا میں سب سے مشکل کام اپنی اصلاح اور سب سے آسان کام دوسروں پر نکتہ چینی کرنا ہے



**Question#123:** Learnability, flexibility and robustness are three main usability principles that can be considered as general headings for standards and guidelines generation. Which of the following are also high level usability categories that can guide standards and guidelines generation?

- (i) Effectiveness
- (ii) Efficiency
- (iii) Fault tolerance
- (iv) Satisfaction

Select correct option:

- ☐ (i) & (ii)
- ☐ (i), (ii) & (iv)
- ☐ (ii) & (iii)
- ☐ (ii) & (iv)

Page # 31

usability is broken down into the following goals:

- Effective to use (effectiveness)
- Efficient to use (efficiency)
- Safe to use (safety)
- Have good utility (utility)
- Easy to learn (learnability)
- Easy to remember how to use (memorability)

**Question#124:** Human beings interact with outside world, using their

- ☐ input channels
- ☐ output channels
- ☐ sense of sight
- ☐ All of the given

Page # 54

A person's interaction with the outside world occurs through information being received and sent: input and output. Sight may be used primarily in receiving information from the computer, but it can also be used to provide information to the computer, for example by fixating on a particular screen point when using an eye gaze system.

اپنی مرضی اور اللہ کی مرضی میں فرق کا نام غم ہے

Question#125: Visually impaired persons can interact with outside world using their

- Sense of sight
- Sense of hearing
- **Both sense of touch and sense of hearing** ( **Blind Person can interact with sense of touch and hearing**)
- Sense of touch

Question#126: \_\_\_\_\_ refers to the relationship between controls and their effects in the world.

- Visibility
- Affordance
- **Mapping** **Page # 107**
- None of the given

### **Mapping**

**This refers to the relationship between controls and their effects in the world**

Question#127: \_\_\_\_\_ is a very general goal of Usability and refers to how good a system at doing what it is suppose to do.

- **Effectiveness** **Page # 31**
- Efficiency
- Utility
- None of the given

Question#128: \_\_\_\_\_ is what goes on in our heads when we carry out our everyday activities?

- **Cognition** **Page # 47**
- Learnability
- Memorability
- None of the given

**Question#129:** \_\_\_\_\_ is the process by which we use the knowledge we have to draw conclusions or infer something new about the domain of interest.

- Decision Making
- **Reasoning**
- Problem Solving
- None of the given

**Page # 89**

**Question#130:** \_\_\_\_\_ research helps us understand the domain, context and constraints of a product in different, more useful ways than \_\_\_\_\_ research do.

- **Qualitative, Quantitative**
- Quantitative, Qualitative
- Qualitative, Deductive
- None of them

**Page # 167**

**Question#131:** In an organization individuals may keep their own records, or there may be local gurus. This statement concerns with \_\_\_\_\_.

- Paper work and computer work
- Spatial and temporal organizations

- **Organizational memory**

**Page # 176**

- None of these

#### **Organizational memory**

Formal documents are not the only way in which things are remembered within an organization. Individuals may keep their own records, or there maybe local gurus.

وہ لوگ مبارک ہیں جو الفاظ سے نصیحت نہیں کرتے بلکہ عمل سے کرتے ہیں

**Question#132:** Using icons on the desktop to represent operations is a type of \_\_\_\_\_ constraint.

- ☐ Physical
- ☐ Logical
- ☐ **Cultural**
- ☐ None of these

**Page # 106**

**Question#133:** \_\_\_\_\_ is a term used to refer to an attribute of an object that allows people to know how to use it.

- ☐ Visibility
- ☐ **Affordance**
- ☐ Constraint
- ☐ None of these

**Page # 105**

**Question#134:** \_\_\_\_\_ minimizes errors.

- ☐ Affordance
- ☐ Visibility
- ☐ **Constraints**
- ☐ None of these

**Page # 106**

**Question#135:** Models are used in design to:

- ☐ Generate the design
- ☐ Evaluate the design
- ☐ **Generate and evaluate the design**
- ☐ None of the given

[Click here for more Detail](#)

**models are used to generate and evaluate forecasts and decision alternatives.**



**Question# 136:** Which are the most significant senses for the average person when it comes to interacting with a computer?

- Sight and hearing
- Hearing, touch and smell
- Hearing and touch
- **Sight, hearing and touch**

[Click here for more Detail](#)

The major senses in human interaction are **vision, hearing and touch**.

**Question# 137:** \_\_\_\_\_ refers to the way a system supports users in carrying out their tasks.

- **Efficiency**
- Effectiveness
- Utility
- None of the given

Page # 31

### **Efficiency**

It refers to the way a system supports users in carrying out their tasks.

**Question# 138:** \_\_\_\_\_ are GUIs that consists of electronic counterparts to physical objects in the real world to match the knowledge requirements of users.

- User Interaction Models
- Conceptual Models
- **Interface Metaphors**
- None of the given

Page # 51

**Interface metaphors** are (these are GUIs that consists of electronic counterparts to physical objects in the real world) to match the knowledge requirements of users.

ہر چیز کی ایک پہچان ہوتی ہے اور علمند کی پہچان غور و فکر کرنا ہے اور غور و فکر کی پہچان خاموشی ہے

Question#139: \_\_\_\_\_ language tends to be grammatical while \_\_\_\_\_ language is often Ungrammatical.

- **Written, spoken** Page # 87
- Spoken, written
- Verbal, non-verbal
- None of the given

Written language tends to be grammatical while spoken language is often ungrammatical.

Question#140: Aspect gives us hints and tips about using and creating user interface idioms.

- Strategic
- **Tactical** Page # 143
- Operational
- None of the given choices

Strategic aspect guides us to think about user interface idioms – in other words, the way in which the user and the idiom interact. Tactical aspects give us hints and tips about using and creating user interface idioms, like dialog boxes and pushbuttons.

Question#141: Faisal is looking at how interface designers went about their work. He identified two different modes of activity: one is \_\_\_\_\_ and other is \_\_\_\_\_.

- **Analytic mode, synthetic mode** Page # 153
- Evaluation mode, testing mode
- Analyze mode, feedback mode
- Implementation mode, task mode

Two different modes of activity: **analytic mode and synthetic mode.**

ایماندار کو غصہ دیر سے آتا ہے اور جلدی دور ہو جاتا ہے

Question#142: \_\_\_\_\_ are dragged down from the title at the top of the screen.

- **Pull Down Menus** **Page # 132**
- Main Menus
- Icons
- Buttons

**Pull-down menus** are dragged down from the title at the top of the screen, by moving the mouse pointer into the title bar area and pressing the button.

Question#143: When you engaged in a conversation you are more attentive what the other person is saying. It is called?

- **Focused Attention** **Page # 78**
- Voluntary Attention
- Involuntary attention
- Divided Attention

**Focused Attention:** For example, when engaged in a conversation it is usual to attend to what the other person is saying.

Question#144: Drive a vehicle while holding a conversation with a passenger is the example of \_\_\_\_\_ .

- Focused Attention
- Voluntary Attention
- Involuntary attention
- **Divided Attention** **Page # 78**

#### **Divided Attention**

As we said, we may be skilled at carrying on the conversation while intermittently observing what the person we want to talk to is doing. When we attempt to attend to more than one thing at a time, as in the above example, it is called divided attention. Another example that is often used to illustrate this intentional phenomenon is being able to **drive while holding a conversation with a passenger.**

Question#145: GOMS stands for:

- **Goals operation methods and selection rules**
- Goals objects models and selection rules
- Goals operations methods and state rules
- Goals operations models and state rules

Page # 50

Question#146: Which of the following is/are the main component(s) of color?

- Hue
- Intensity
- Saturation
- **All of the given**

Page # 59

**Hue:** Hue is determined by the spectral wavelength of the light. Blues have short wavelength, greens medium and reds long. Approximately 150 different hues can be discriminated by the average person.

**Intensity:** Intensity is the brightness of the color.

**Saturation:** Saturation is the amount of whiteness in the colors.

Question#147: \_\_\_\_\_ is a Usability Goal and refers to how easy a system is to remember how to use, once learned.

- Learnability
- **Memorability**
- Utility
- None of the given

Page # 32

### **Memorability**

It refers to how **easy a system is to remember how to use, once learned**. This is especially important for interactive systems that are used infrequently.

بري صحبت سے تھائی بہتر ہے اور تھائی سے نيك صحبت بہتر ہے



**Question#148:** A mouse button invites pushing by the way it is physically constrained in its plastic shell, is an example of \_\_\_\_\_ Design Principle.

- Visibility
- **Affordance**      **Page # 105**
- Mapping
- None of the given

**Affordance is a term used to refer to an attribute of an object that allows people to know how to use it. For example, a mouse button invites pushing by the way it is physically constrained in its plastic shell.**

**Question#149:** Ali is working on a document called cv in MS word now wishes to make a copy of it on disk so he can make some changes to the original. Which of the following process will help?

- Redo
- **Archiving**      **Page # 321**
- Undo
- Milestoning

**Question#150:** When you try to log to yahoo. You wrongly enter password in capital letter, due to which error message arise invalid username and password. Which of the following error message dialog will appear?

- **Alerts**      **Page # 387**
- Confirmation
- Feedback
- Delete.

” گفتگو ایسی چیز ہے۔  
جسکی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔“

**Question#151:** With the help of \_\_\_\_Model, one can quantify (on the basis of Quantitative Measurements) the human performance in using computer based system

- **GOMS**                      **Page # 50**
- Human Processor model
- Quantum model
- Quality Model

**Question#152:** Ethnography is a method that comes originally from anthropology and literally means

- **Writing the culture**                      **Page # 173**
- Social issues
- Ethical issues
- Ethics

Ethnography is a method that comes originally from anthropology and literally means “writing the culture”.

**Question#153:** Physical objects are said to have\_\_\_\_affordance.

- **Real**                      **Page # 105**
- Perceived
- Logical
- Intuitive

Physical objects are said to have **real affordances**, like grasping, that are perceptually obvious and do not have to be learned.

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*Winning is not everything,  
but wanting to win is  
everything.....  
Go Ahead..... Best Of Luck !*