No. of Printed Pages : 3

BACHELOR IN INFORMATION TECHNOLOGY (BIT)

Term-End Examination

December, 2011

CSI-16 : HUMAN COMPUTER INTERFACE

Time : 3 hours

00591

Maximum Marks: 75

5x2=10

CSI-16

Note : There are 2 sections in this paper. Section A is Compulsory. Attempt any three questions from Section B.

SECTION - A

- 1. Expand and mention the usage of the following :
 - (a) DHTML

(b) VR

(c) OOUI

- (d) WYSIWYG
- (e) RAD
- For each of the following statements, state whether
 True or False : 5x1=5
 - (a) Trackball is an output device.
 - (b) JCL stands for Job Control Language.
 - (c) Mac Paint is a Graphics oriented design interface.
 - (d) Head mounted display serves as both an input and output device.
 - (e) Agents are computational entities which analyze user activities and user products.

CSI-16

P.T.O.

- 3. (a) Enumerate the various trends which will 8 shape the nature of computing, and by which HCI is affected.
 - (b) What is information visualization ? Explain 7 it with the help of an example.

CSI-16

Answer *any three* questions from this section (numbered 4 to 7.)

- 4. (a) Discuss various steps involved in the user 8 interface design of a Real time system application.
 - (b) Explain briefly the "Virtual Reality". 7
- 5. (a) List some of the classic examples that serve 7 as extended examples of HCI design (Category-wise).
 - (b) Explain the role of HCI for an e Commerce 8 application.
- 6. (a) Explain the importance of HCI in context 8 to the visually challenged to use the interactive enquiry system at a railway enquiry counter, especially designed to suit their needs.
 - (b) Explain briefly the concept of computer 7 mediated communication.
- 7. (a) Explain the GUI of any popular operating 7 system.
 - (b) Explain how GUI testing should be carried 8 out for any client/server application.

CSI-16

3