

CIT353

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1. Management issues concerned with Interactive design and prototyping exlude

Time allocated to the design,

Planning the design

--->> Implementing the design

Contracts of the design

2. One of these is not a type of prototype

--->> throw-in

throw-away

incremental

evolutionary

3. Which of the following is not a prototyping technique?

Storyboards

Limited functionality simulations

Wizard

--->> none of the options

4. The principles of flexibility does not comprise of

Dialogue initiative

--->> Learnability

Customizability

Multithreading

5. Participatory design can be described as:

Context and work-oriented

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--->> all the options

Iterative

6. The principles of robustness comprise of

--->> All the options

Observability

Recoverability

Responsiveness

7. One of the following is not an aspect of Context Analysis

--->> Hardware context

Technical context

Organizational context

Physical context

8. Analysis of data is carried out in the following ways except

parametric test

non-parametric test

--->> Isolated test

contingency table test

9. Which of these is not an important menu design issue?

How to group items

Words to use

Choice of keyboard accelerators

--->> Choice of output device

10. One of these is true about keyboard accelerators

Comprises key and menu combinations

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--->> Comprises key combinations with same effect as menu item

none of the options

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