

UNIT-1			
Introduction to User Experience			
1. What dose ‘UX’ stand for?			
User Exchange	User Expression	User Engine	User Experience
2. What is user experience?			
User experience refers to a person's emotions and attitudes about using a particular product.	User experience refers to a person's emotions and attitudes about using a particular service.	User experience refers to a person's emotions and attitudes about using a particular system.	All
3. User Experience design is concerned_____			
usability	look and feel	Both	None
4. UX design covers which aspects of the user experience?			
Efficiency	Mood	Pleasure	All
5. What is the difference between UI and UX?			
There is no difference; they are just different ways of expressing the same thing		UX design is concerned with the user, UI design is not	
UX design is largely graphics-based, with a focus on presentation and interface icons, while UI design is primarily research-based, in order to optimize the experience of the user		UX is focused on optimization of a product for effective and enjoyable use; UI design is concerned with the look and feel, the presentation and interactivity of a product	
6. A UX designer is most likely to say_____>			
“Let’s go straight to implementation!”	“Better to have one person’s opinion, than many.”	“Research doesn’t help with that.”	“Let’s test it!”
7. Design means_____.			
What something looks like	Color, shapes, pattern and lines	How something is used / its function	All of the above
8. What is a cognitive map?			
A tree representation of a person’s mental model for a given process or concept		A graph representation of a mental model in which nodes represent concepts and are related through labeled, directed edges that illustrate relationships between them	
A tabular representation of a mental model		Any visual representation of a person’s (or a group’s) mental model for a given process or concept	

9. What is the most important to UX designer?			
Pleasing their client/boss	Pleasing the product user		
Pleasing their team	Pleasing the stakeholder of the strategy that was originally set out in the kick off meeting		
10. UX design is _____			
service - centered	user-centered	product- centered	System – centered
11. UX design is dynamic and constantly modified over time.			
True	False		
12. Choose the correct statement for UX design.			
To study user behavior and understand user motivations with the goal to design better digital experiences.	To study boss behavior and understand boss motivations with the goal to design better digital experiences.	To study client behavior and understand client motivations with the goal to design better digital experiences.	None
13. What is UI Design?			
UI design is concerned with the product look	UI design is concerned with the product service	UI design is concerned with the product behavior	UI design is concerned with the product price
14. What does 'UI' stand for?			
User Incharge	User Input	User Invoice	User Interface
15. All the use of visual elements is decided by _____.			
UI Designer	UX designer	Both	None
16. _____ term which not only involves adopting user experience but also on technical design, marketing approach and so on.			
Product Design	UX design	UI design	All
17. Product Designer, UX Designer and UI Designer have to work closely with one another to deliver a good _____.			
User experience	Product experience	Service experience	Market experience
18. With respect to software, a good user experience is _____.			
software is easy to understand	software program and everything goes smoothly	software works correctly, and it is convenient to use	All
19. With respect to software, a bad user experience is _____.			

software is confusing	software is challenging or time consuming	there are errors/crashes in system	All
20. A good user experience leaves you feeling _____.			
empowered	satisfied	both	wealthy
21. A bad user experience leaves you feeling _____.			
frustrated	intimidated	confused	All
22. UX designer is like an _____.			
architect	engineer	developer	Decorator
23. UI designer is like an _____.			
architect	decorator	developer	Engineer
24. A _____ is an explanation or a conceptual understanding of how a product is designed to work.			
mental model	conceptual model	UI model	UX model
25. A _____ is the perception or representation that a person has in his mind of the product he is interacting with.			
mental model	conceptual model	UI model	UX model
26. Mental models are usually based on _____.			
beliefs	assumptions	Both	facts
27. A _____ is how you think something will work, based on your learning and experience.			
mental model	conceptual model	UI model	UX model
28. The system model is how something works.			
False	True		
29. What is the major reason why products fail?			
Wide gap between the mental model of the designer and the end user	Not understand mental model of people	Bad product design	Not understand user need
30. Is interaction design part of UX?			
Yes	No		

31. What is interaction design?			
How developer interact with designer	How users interact with products	How designer interact with client	How developer interact with client
32. UX Design isn't Visual/UI Design.			
True	False		
33. _____ bridges the gap between how something appears and how it works or feels.			
UI	UX	Both	none
34. Why UX design is important?			
Keep a user loyal to the product or brand	Define customer journeys on your product	Both	None
35. User experience is different for everyone.			
True	False		
36. UX design will be same as UI design.			
Yes		No	
37. What do you mean by user-centered design?			
In design phase user is main.	It will focus on the users through planning, design and development of a product	In product development user is putted in center	Product is developed under the guidance of user.
38. UX designer understands user behavior and _____.			
Biology	Psychology	Characteristics	Physiology
39. Good UX increased customer's satisfaction.			
True	False		
40. Who fill the gap between system model and interaction model?			
Developer	User	Designer	Manager
41. Why some products fail in the market?			
Wide gap of between mental model of designer and user	User don't understand how to use product	Product is not fit into user mind	Due to more price
42. User Experience is about _____ item, action, and situations.			
Recognizing	Understanding	Ignoring	Responses to

43. Why do product creators want to control user experience?			
So, we do what we are told	So, we arrive at desired conclusions.	So, we follow blindly	None of the answers are correct.
44. In UX whose feedback is important?			
Manager	User	Designer	Boss
45. Which of the following is ingredient of UX?			
Psychology	Usability	Copywriting	All
46. Designing for people who know less than you is a core part of UX.			
True	False		
47. As a UX designer your job is to create value from_____ perspective.			
Stockholder	User	Employee	Developer
48. UX spent more time on _____.			
Trying to understand user	Problem solving	Design	Testing
49. HCI stand for_____.			
human-centered interaction	human-computer interface	human-computer interaction	None
50. User experience design is also called as _____.			
UXD	UED	XD	All

UNIT-2 Elements of UX			
1. Which of the following is one of the UX design element?			
Strategy	Scope	Skeleton	All
2. What take done by strategy in UX design?			
define the user needs	business objectives	Both	market needs
3. What task done by scope element?			
Defines the functional	Define scope of product	Define content requirements	Define boundary of designer.
4. Functional requirement is _____.			
requirement about features in the product	how features work with each other	how they interrelate with each other	All
5. Content Requirements contain information like _____.			
text	Images	Videos	All
6. Structure define how user interact with _____			
The product	The people	The boss	The machine
7. Structure is split into how many components?			
One	Two	Three	Four
8. Which requirement is given by interaction design?			
Functional requirements	Market requirement	Content requirements,	User requirement
9. Which requirement is given by Information Architecture?			
Product requirement	Functional requirements	People requirement	Content requirements
10. Information Architecture defines the arrangement of content elements.			
False	True		
11. Chose the correct statement about good Interaction design.			
Effectively communicates interactivity and functionality	Helps people to accomplish their goals.	Prevents user error or mistakes	All
12. Chose the correct statement about good Information architecture.			

Appropriate for the audience	Organizes, categorizes, and prioritizes the information based on user needs and business objectives.	Makes it easy to understand and move through information presented.	All
13. _____ determines the visual form on the screen.			
Strategy	Scope	Skeleton	Surface
14. For creating visual format what is widely used?			
Webframes	Wireframes	Frames	Panel
15. Skeleton element is divided into how many components?			
Five	Two	Three	Six
16. Which of the following is the component of skeleton?			
Interface Design	Interaction Design	Navigation Design	a and c
17. Which UX element so that, how will users move around the site, or application?			
Strategy	Scope	Skeleton	Surface
18. Chose the correct statement about surface element of UX design.			
It's the sum total of all the work and decisions we have made.	It is the design of surface for product.	It determines the visual form on the screen.	None
19. Surface element will increase cognitive ability to absorb what users see on the screen.			
True	False		
20. Each layer of UX design is dependent on the other layers _____ it.			
Below	Above	Right side	Left side
21. When you make a decision or choice in a layer, this decision will affect on your future decisions in the next layers.			
True	False		
22. Which element is the foundation of any successful UX?			
Strategy	Structure	Skeleton	Surface
23. Which of the following method is used for user research?			
Competitor Analysis	User Interview	Survey	All
24. What is user research?			

How you will know your product or service will work in the real world, with real people	Understand the mind of user to upgrade the product	Understand the market requirement for application or service	Finding need of user
25. What is the difference between a UX designer and a UX researcher?			
UX researcher's main goal is research and A UX designer's job is to design a user-friendly product	a UX researcher's primary goal is to understand what motivates the consumer. A UX designer's primary goal is to design a product based on UX researcher	A UX researcher's primary job is to understand the target market so the UX designer can design a product they'll like	All
26. What is the role of a UX researcher?			
Gather the information from user	Reveals what the consumers need	Interpreting collected data	All
27. Which type of information you will get from research?			
Subjective	Objective.	Both	Practical
28. In UX to get subjective information you have to ask people questions.			
True	False		
29. Subject research means _____.			
It is an opinion	It is a fact	It is a collection of data	It is an information regarding particular subject
30. Objective Research means _____.			
It is a fact	Something you can prove	Both	It is an opinion
31. Select the correct statement for user research.			
You are asking users about what they think and feel, not what you should do next	Ask user about their problems	Find faults in user product	None
32. As the designer, You Are Not Testing the Users, They Are Testing your design			
True	False		.
33. In UX design _____ will provide solution to reach the goal.			
User research	Stakeholders	Problem finding	User method

34. Chose the type of research.			
Quantitative	Qualitative	Both	None
35. In quantitative research result can be presented in _____.			
Comments	Numbers	Observation	Feelings
36. In qualitative research result can be presented in _____.			
Comments	Feelings	Observation	All
37. Following question is asked in which type of research. “How many pages does a user navigate to during a visit?”			
Quantitative	Strategic	Qualitative	Systematic
38. Quantitative research gives fast result.			
Yes	No		
39. Following question is asked in which type of research. “why user spending more time on this page than on the other page?”			
Quantitative	Strategic	Qualitative	Systematic
40. By using which type of research, you will be inside hearth and mind of the person?			
Qualitative	Material	Group	Quantitative
41. For collecting larger sample size which research method will used?			
User interview	Card sorting	Survey	Sales analytics
42. Survey can be conducted _____.			
Online	Offline	Both	None
43. Which type of question in user research will offers you a choice?			
Open Questions	Closed Questions	Leading Questions	All
44. _____ questions allow for wide range of answers.			
Open Questions	Closed Questions	Leading Questions	Direct Questions
45. What is personas?			
Is a research person	Is a functional character to describe specific end user	Is a UX designer	None
46. A user journey map is an illustration of the interaction between a user with a _____.			
Designer	Developer	Company	Application

47. What is the expert review of website's usability according to a list of usability principles?			
Testing	Heuristic Evaluation	Prototype	Wireframing
48. How do you do user research in UX?			
Using quantitative research	Using Quantitative research	Both	None
49. UX research is starting point for a project _____.			
True	False		
50. UX reserch is based on _____.			
observation	understanding	analysis	All

UNIT-3 Process of UX Design			
1. Which of the following is not a visual design principle?			
Visual Weight	Color	Light	Repetition and Patten-breaking
2. To draw attention on some particular thing on your website which visual principle you use?			
Color	Visual Weight	Repetition and Patten breaking	Alignment
3. Visual weight is _____.			
Subjective	Objective	Relative	none
4. The difference between light thing and dark thing is called _____.			
Contrast	Visuality	Vision	Color tone
5. If you want to give importance to some element in your web side then which contrast you chose for that element?			
Higher	Lighter	Moderate	None
6. As a designer if you want more important things look to be bigger than less important things in your design then which visual principle you should use?			
Visual weight	Depth and Size	Repetition and Patten-breaking	Color
7. In visual design principles, color can be loud and quiet.			
True	False		
8. As a UX designer sometime we have to choose color to show particular function.			
True	False		
9. What is the meaning of advance color?			
Sink backward	Go back	Comes forward	Go advance
10. What is the meaning of recede color?			
Sink backward	Go back	Comes forward	Go right
11. Can we use color in wireframe to indicate some function?			
Yes	No		
12. To make a pattern or a sequence, keep visual weight and color _____			
Dynamic	Consistent.	Light	Bright
13. Where we can use pattern breaking visual principle?			

Where you want to break Patten	Where you want to add focus	Where you want add ignorance	All
14. The closeness or distance between two objects creates a feeling of those objects being related or unrelated. That distance is called _____.			
Relationship	Farness	Closeness	Proximity
15. A wireframe is a technical document.			
True	False		
16. Choose the correct sentence for wireframe _____.			
A wireframe is a planning document	Wireframes are 90% thinking, 10% drawing.	Both	A wireframe is final design.
17. What is full name of IA?			
Information architecture	Information application	Integration architecture	Integration application
18. Sites with a lot of products, like Wal-Mart, often need a which type of architecture?			
Deep	Horizontal	Cool	Flat
19. Face book is based on which type of IA?			
People	Search	Time	Both
20. What is Information architecture?			
It is a blueprint of the design structure	It is the structural design of shared information environments	It is a document that provides an operational map to how a product acts and functions work for users	All
21. Your inbox is based on which IA?			
Search	Time	Categories	People
22. YouTube used _____ architecture.			
search-based	time-based	categories-based	people-based
23. What is wireframe?			
Wireframe is actual design of webpage	Wireframe is a visual representation of a user interface	Wireframe is the final working model.	All
24. Wireframe is used by _____ to define the hierarchy of items on a screen.			
UI designer	UX designer	Developer	User

25. Data visualization means, _____.			
Display data on screen	View of data	The graphical display of abstract information	Information design
26. Website wireframe are simple line drawing the thet wil help you visualize the placement of elements on your webpage.			
False	True		
27. Types of Information architecture is_____.			
Deep	Flat	Both	Vertical
28. When we are creating wire frame?			
After prototype design	Early in the development process	During the development	After the development
29. Choose the correct statement about good wireframe.			
Easy to change and improve	It is less time consuming	Both	It is easy to understand
30. You can use Microsoft paint to create wireframe.			
Yes	No		
31. Data visualization means _____.			
Your design as a storyteller	Design of data	Visualization of data as per user need	None
32. You can note use pen and paper to draw wireframe.			
False	True		
33. Select type of data Visualization.			
Pie charts	Bar Charts	Line charts	All
34. To display data in two dimensions for which data visualization type is used?			
Gauges	Pie charts	Table	Scatterplots
35. Select types of data visualization.			
None	explanation	exploration	Both b and c
36. What is the purpose of visualization?			
To representation information and data in graphical form		To provide data in design form	
To interact with data		Both a and c	
37. What is a Storyboard?			

It is a sequential art, where images are arrayed together to visualize the story.	It is a board on which story is written	It is a story making art	None
38. Stories are the most powerful delivery tool for information			
True	False		
39. Storyboarding is which type of activity?			
Designer-based	Team-based	Developer-based	All
40. Select the essential element of story.			
Plot	Character	Scene	All
41. Storyboarding in UX is easy			
True	False		
42. In UI element what is the task of container?			
To hold related content together	To hold all content together	To hold unrelated content together	None
43. Which of the following is input control?			
Checkbox	Horizontal bar	Panel	Menu bar
44. Which of the following is navigational component?			
Search field	Pagination	Icons	All
45. Which of the following is informational component?			
Text field	Dropdown list	Notification	Search field
46. Which of the following is container component?			
Icons	Accordion	Boxes	Progress bar
47. What are widgets in UI?			
Widgets are small user interface element used to enhance existing building blocks	A small gadget to perform particular task	Mechanical device	None
48. What is UX interaction design?			
It is the design of the interaction between designer and products	It is the design of the interaction between users and products	It is the design of the interaction between developer and products	It is the design of the interaction between users and designer
49. Does UX design require coding?			

Yes	No		
50. Designing usable information means			
Planning the access of information	Presentation of information	Flow of information	All

UNIT-4 Prototyping and Testing of UX Design			
1. Choose the correct statement for testcase.			
A test case is a set of conditions under which a tester will determine whether a system under test satisfies requirements.		A test case is a document which contain condition for performing software testing.	
A test case is testing strategy for performing software testing.		None	
2. Which of the following is a black box testing strategy?			
Condition Testing	Boundary Value Analysis (BVA)	Statement Testing & Coverage	All Path Testing
3. Which of the following is test case design technique?			
Experience-Based techniques	Structure-Based techniques	Specification-Based techniques	All
4. In which test design each input is tested at both ends of its valid range and just outside its valid range?			
Boundary value analysis	Condition Testing	Equivalence Partitioning	All Path Testing
5. A set of inputs, execution preconditions and expected outcomes is known as a _____.			
Test plan	Test case	Test document	Test strategy
6. Which of the following is not a part of a test design document?			
Test Plan	Test Log	Test Design Specification	Test Case Specification
7. Specification-Based techniques is also called _____.			
Black-Box techniques	Gray-Box techniques	White-Box techniques	Experience-Based techniques
8. Good test case has a reasonable probability of catching an error.			
True		False	
9. Structure-Based techniques is also called			
Black-Box techniques	Gray-Box techniques	White-Box techniques	Experience-Based techniques
10. We can have one or more test cases covering the requirements.			
True		False	

11. White-box technique design test cases based _____.			
Internal structure of the software	Outer structure of the software	Both a and b	Design structure of the software
12. Decision Testing Coverage is also called as _____.			
Branch coverage	Input coverage	Predicate coverage	Output coverage
13. Which of the following is the type of Experience-Based techniques?			
Exploratory Testing	Error Guessing	Both	None
14. Experience-Based techniques are highly dependent on _____.			
Designer's experience	tester's experience	Developer's experience	User's experience
15. Which test cases are used to verify that specific pieces of the Graphical User Interface look and work as expected?			
GUI Test cases	Interface Test cases	Design Test cases	User Interface Test cases
16. What do you mean by usability?			
The overall experience users have with the product	How easily a user interacts with the product	How many users use particular product.	None
17. Which of the following are types of card sorting?			
Internal and External	Fixed and Dynamic	Open and Closed	Slow and Quick
18. In which type of card sorting categories are already named.			
Open	Closed	Internal	External
19. Why performance testing is used in usability testing?			
To evaluate the effectivity of task completion	To check efficiency of developed system	To evaluate how application or product perform.	All
20. 5-second usability tests are used to determine _____.			
Whether or not users spend 5-second on product or website	Whether or not users can recall something from memory	Whether or not user use the product for more then 5-second	None
21. Which of the following is not a type of usability testing?			

Functional Saliense Testing	Boundary testing	Tree Testing	Performance Testing
22. In usability testing the purpose of plan is _____.			
How you are going to conduct the test	To show working method of application or website	To document what you are going to do	Both a and c
23. Which of the following is the element of test plan?			
Scene	Character	Participants	Objective
24. In open card sorting categories are created by_____.			
Tester	User	Designer	Both a and b
25. What is prototyping in design?			
It is an early sample or model of product	It is working model of product	It is final version of product design	None
26. What is the role of prototyping in user experience design?			
To show how the final product would look and function	To improve the experience of user about product	To generate final design of product or software.	All
27. What is difference between model and prototype?			
Prototype is a working representation and model is a non-working representation	Prototype is a non-working representation and model is a working representation	Prototype is a working representation and model is also working representation	Prototype is a non-working representation and model is also non-working representation
28. Prototype can be clickable.			
False	True		
29. What is the task of InVision tool ?			
To design website	To develop software	To test a software	To build prototype
30. Which of the following is not a prototyping tool?			
Justinmind	Netbeans	Flinto	Fluid
31. Usability testing does not have a well-defined test plan.			
True	False		
32. Think about why you will be doing a usability test:			

How do people interact with the system you are testing?	What is difficult or easy for people to do?	What makes sense about it? What is exciting about it?	All
33. Checklists may or may not always help improve your usability testing.			
True	False		
34. Usability testing is a technique for ensuring that the intended users of a system can carry out the intended tasks efficiently, effectively and satisfactorily.			
True	False		
35. Google Website Optimizer can be used for usability testing.			
True		False	
36. When should a developer apply usability principle?			
None	Early in the SDLC	Not needed usability	After selling product
37. Why should we think about usability?			
Increase productivity and customer satisfaction	To make product beautiful	Because everybody is doing it	None
38. Usability testing should be done after project design phase only.			
True	False		
39. You have to address a usability issue pertaining to a software interface. You will provide solution after understanding:			
How the developer uses the software?	How the user uses the software?	How you use the software?	How your friends use the software?
40. Post-test questionnaires (conducted after a usability test) are particularly useful for measuring			
Safety	Efficiency	Learnability	User satisfaction
41. Which of these are attributes of usability?			
Learnability	Usefulness	Generalisability	Subjective satisfaction
42. In a heuristic evaluation:			
A group of usability experts judges an interface with a detailed checklist of guidelines	A group of test users conducts a formal experiment	A group of psychologists administers a questionnaire	A group of usability experts reviews a user interface according to a small set of general principles

43. Usability tests are run for which reason?			
To gather unbiased user opinions	To validate a prototype	create a better overall user experience	All
44. When testing designs with users, who should you use?			
Management	Family and friends	The most critical users	Typical users
45. Which three measures are needed to establish how usable a product is?			
Product Responsiveness, Stability and Consistency	User Effectiveness, Efficiency and Satisfaction	Style guide conformance, Fault tolerance, Size of manual	User Happiness, Competence, Motivation
46. What is most important when developing easy-to-use products?			
Understanding the users and their tasks	Following the style guide	Making interfaces as consistent as possible	Using object-oriented development tools
47. How many users are enough to uncover 80% of usability problems?			
10	5	25	20
48. Usability Testing helps improve end-user satisfaction.			
True	False		
49. White Box techniques are also classified as _____.			
Design based testing	Structural testing	Error guessing technique	None of the mentioned
50. Which class range is wrong for equivalent partitioning for range 1 to 100?			
1 to 10	22 to 39	41 to 50	71 to 80

UNIT-5			
UI in the software process			
1. Which process is known as making interfaces in software with focus on looks?			
User experience	User interface design	Interface design	None
2. What is the full form of SDLC?			
Software Development Life Cycle	Software Design Life Cycle	Both	None
3. Which process produces software with the highest quality and lower cost in shortest time possible?			
SDLC	Software development	Planning	None
4. In which phase, software is tested for errors/bugs?			
Planning	Analysis	Testing	Deploy
5. Which is the task of requirement analysis phase?			
Creating architecture	Collect and document project requirements	Building the software	None of above
6. In which phase, software system architecture is created?			
Planning	Design	Testing	Deploy
7. Which discipline focuses on improving the usability of interactive systems?			
Interactive Engineering	Interface Engineering	Usability Engineering	None
8. In which phase coding of software is performed?			
Planning	Implementation	Testing	Deploy
9. Implementation phase is also known as _____.			
Coding phase	Building phase	Deploy phase	None
10. In which phase developers repair and enhance the product as per the new changes?			
Design	Implementation	Testing	Evolution
11. Evolution phase is also known as _____.			
Maintenance	Designing	Analysis	None
12. Which is the first step of usability engineering lifecycle?			
Design	Plan for the project	Testing	Development

13. Which of the following phase is included in usability engineering lifecycle?			
Requirement analysis	Design/testing/development	Installation	All
14. Which approach is used by usability engineering lifecycle?			
Top-down approach	Bottom-up approach	Left-Right approach	Right-Left approach
15. Which design process is works as continuous cycle of prototyping, testing and making adjustments?			
Rapid design	Interactive design	Iterative design	None
16. Iterative design helps you to catch problems before they spiral out of control.			
True		False	
17. Which tasks are done by usability engineer?			
Create questionnaires	Conduct interviews	Design tests via software	All
18. Wikipedia uses _____ design.			
Iterative	Waterfall	Both	None
19. For which reason iterative design can be used?			
It provides robust user feedback	It can catch problem earlier	It measurably improve usability	All
20. How many times cycle is repeated in iterative design?			
2	3	4	Until the design is ready to be implemented
21. Which tool is useful for iterative design?			
Wireframing tool	Prototyping tool	Both	None
22. A _____ is the initial example of a product or program, which acts as a basis for following designs.			
Wireframe	Flowchart	Prototype	None
23. When prototype is created?			
After final product	After implementation phase	A lower level of detail than a final product	None
24. What is the use of prototype?			
To show what a designer has understood from a requirements brief	To understanding coding	To launch product	To test product

25. Which prototyping method uses paper models?			
Paper prototyping	Rapid prototyping	Both	None
26. A _____ is drawn on plain or construction paper, sometimes with colored markers.			
Paper prototype	Rapid prototype	Both	None
27. Which is the disadvantage of paper prototyping?			
Design can be easily copied	Design can be simulated	Design can be adopted	All
28. Which prototyping is similar to “guess and check” mathematics?			
Paper prototyping	Rapid prototyping	Guess prototyping	Check prototyping
29. Rapid model always require knowledge of programming.			
True		False	
30. Rapid prototyping refers to the development of a project in _____.			
A linear progression	An iterative way	Both	None
31. Which of the following is principle to support usability?			
Learnability	Flexibility	Robustness	None
32. It provides robust user feedback.			
True		False	
33. _____ is a prototyping method in which paper models are used to simulate computer or web applications.			
Rapid prototyping	Paper Prototyping	Computer Prototyping	None
34. Determining an effect of future actions based on past interaction history defines _____.			
Familiarity	Generalizability	Predictability	Consistency
35. How the user perceives the rate of communication with system is known as _____.			
Task conformance	Observability	Responsiveness	None
36. What defines the task conformance?			
Task completeness	Task adequacy	Both	None
37. What is responsiveness?			
Stability	Users perceives the rate of communication with system	Ability of users internal state	All

38. What are the principle of robustness?			
Observability	Responsiveness	Recoverability	All
39. Which defines the recoverability?			
Commensurate effort	Reachability	Forward/ backward recovery	All
40. State weather the below sentence is true or false for task conformance. It is a degree to which system services, support all of the user tasks			
True		False	
41. State weather the below sentence is true or false for observability. It is known as passing the responsibility for task execution between user and system.			
True		False	
42. What is observability?			
Browsability	Reachability	Persistence	All
43. It is the ability of the system is used to support user interaction for more than one task at time.			
True		False	
44. What are the principle of flexibility?			
Task migranability	Dialogue initiative	Multithreading	All
45. What is task migratability?			
Extending specific interaction to new situation	Apply prior knowledge to system	Assessing the effect of the past actions	Passing responsibility for task execution between user and system
46. What is dialogue initiative?			
Freedom from system imposed constraints on input dialogue	User emptiveness	Both	None
47. Likeness in input/output behaviour arising from similar situations or task objectives.			
True		False	
48. What is familiarity?			
How prior knowledge apply to new system	Affordance	Guessability	All
49. What is generalizability?			

Extending specific interaction knowledge to new situations	Apply prior knowledge to system	Operation visibility	None
50. What are the principle of learnability?			
Predictability	Synthesizability	Consistency	All

UNIT-6 Prototyping models			
1. What is prototype?			
Conceptual object	Changeable object	Static object	A Boundary Object
2. What is the need of boundary object?			
It is a thing the several communities can recognise it as the same thing	It is a object that work on boundary of value.	It is a object that define boundary of work.	None
3. Build Prototypes that are_____ and_____ feedback.			
Complete and demand	Incomplete and demand	Static and positive	Dynamic and positive
4. Design Prototype for the benefit of your_____ and your_____.			
team and clients	company and clients	developer and designer	boss and employee
5. Boundary object is flexible that each community can use it according to their own needs.			
True	False		
6. Wireframe is high – fidelity whereas prototype is low fidelity.			
True	False		
7. A wireframe is like a_____.			
Webfeet	Blue print	Physical wire	none
8. Wire frame is not clickable whereas prototype is clickable.			
True		False	
9. What is mockup?			
Visual way of representing a product		Physical structure of product	
Working model of product or application		Final design of product	
10. Choose the perfect order of activating in product or application development.			
sketches->wireframes->mockups->prototypes		sketches->wireframes->prototypes->mockups	
sketches->mockups->wireframes ->prototypes		wireframes ->sketches ->prototypes ->mockups	
11. The difference between the final product and the prototype is_____.			
The interface and the backend are not often tied together in the case of a prototype		The interface and the backend are often tied together in the case of a prototype	
Both		None	

12. Which of the following is best tool to get user feed back?			
Wireframe	Prototype	Mockups	All
13. Prototype is very much like the final product itself.			
True	False		
14. From designer and developers' point of view you may get different answer as to what a wireframe is.			
True	False		
15. After completion of wireframe design developer can start coding.			
True	False		
16. developers tend to use wireframes to better understand the_____.			
Users need	Designer idea	Core functionality of a website or app	None
17. Designers may use wireframes to show the_____.			
Ordering of element in design	Navigation flow between site screens	Functionality of application	Users need
18. If prototype is tested than team can go on with coding.			
True	False		
19. Wireframe add details that represent the final structure of your design whereas prototype add details that represent core structure of your design.			
True	False		
20. Which of the following statement is true for wireframe and prototype.			
Wireframe dose not typically include animation where as prototype can include animation		Wireframe can use only grayscale colors and prototype can use any color.	
Wireframe is just basic structure whereas prototype is near to final product		All	
21. You cannot sketch the mockup.			
True	False		
22. Wireframes are not typically used to test or validate your product design.			
True	False		
23. During the design phase if your client wants clickable design then what you use?			
Mockup	Wireframe	Prototype	None

24. Prototypes usually include _____.			
First user interaction	Last user interaction	Both	None
25. Prototypes are typically more time-consuming and costlier to produce than wireframes.			
True	False		
26. What is the full form of wysiwyg?			
What you save is what you get	What you show is what you get	What you see is what you get	What you see is what you give
27. A WYSIWYG editor or program is one that allows a developer to see_____.			
What the end result will look like	What is fault in application	What is efficiency of system	None
28. The first true WYSIWYG editor was _____.			
Picture editing program	Word processing program	Image processing program	Page editing program
29. Microsoft word and Excel are WYSIWYG applications.			
True	False		
30. Which of the followings are HTML WYSIWYG editors?			
Microsoft's FrontPage	Adobe's PageMill	Both	None
31. What is the difference between a text editor and a Wysiwyg editor?			
In Wysiwyg editor user must know HTML where as in text editor no need to learn HTML	In Wysiwyg editor without knowing HTML you can develop website but in Text editor you must know HTML to develop website	Wysiwyg editor is use for development pf website whereas text editor is use for building text document	None
32. What is the purpose of Wysiwyg editor?			
The purpose of WYSIWYG is to allow you to create a web page/web site without the need to learn HTML language	To do design of website	To allow you to create website with minimum coding	Give help to learn HTML for website development
33. Wysiwyg editor are easy for beginners.			
True	False		

34. Select the Wysiwyg editor from following option.			
TinyMCE	YUI Rich Text Editor	FreeTextBox	All
35. Adobe Dreamweaver is Text editor.			
True		False	
36. Which of the following editor that offers editing features comparable to MSWord and Open Office?			
WorldWideWeb	TinyMCE	CKEditor	Webflow
37. Which of the following HTML editor special for AAP.NET?			
FreeTextBox	FirstPage	Amaya	Freeway
38. Prototype takes more time as compere to wireframe.			
True		False	
39. Which of the following HTML editor is not supported by chrome?			
BlueGriffon	OpenWYSIWYG	Hyper Publish	Bootstrap Studio
40. Protoype is functional _____			
Wireframe with low-fidelity UIs	Mockup with high-fidelity UIs	Both	None
41. Microsoft office share point designer is used for _____.			
A wysiwyg HTML editor and web design program for customizing sharepoint application	Project management software to keep track of events and create networks charts and gantt charts	Diagram and flowchart software	None
42. Microsoft office front page is replaced by _____.			
OpenWysiwyg	Amaya	Microsoft office share point	TinyMCE
43. Software applications developed today are produced by a close collaboration of designers and developers.			
True		False	
44. What is workflow?			
It is a procedure to complete the task.	A workflow is the set of steps used to achieve a goal	It is show the flow of work in designing and coding.	None
45. To produce product or application designer and developer work_____.			

Separately	Together	On same place	Same system
46. Is Photoshop a good prototyping tool?			
Yes	No		
47. Which of the following is prototyping tool?			
Balsamiq	Adobe XD	InVision	All
48. Is Adobe XD good for UI design?			
Yes	No		
49. Wireframe and prototype both are part of which phase?			
Coding phase	Testing phase	Design phase	Analysis phase
50. Both wireframes and prototypes serve distinct and unique roles in the design process.			
True	False		