Universiti Malaysia PAHANG	COURSE: GUI			MARKS:
	TOPIC:		CODE: DCS2013	
	Quiz	NO: 1	DURATION: 10 Mins	/10

STUDENT'S INFORMATION

MATRIC NO : _____ **Name :** _____

1. Microsoft Windows uses a GUI environment. GUI (pronounced "gooey") stands for _____.
   A. Geographical User Interchange
   B. Graphical User Interface
   C. Geometrical Upper Intelligence
   D. Grammatical User Incorporation

2. Which of the following is the header at the top of your program?
   A. Name
   B. Title
   C. Window
   D. Frame

3. Running a user test again on the same user after some time is the way to test the _____.
   A. Interface's memorability
   B. Interface's consistency
   C. Interface's flexibility
   D. Interface's error recovering

4. Which of the following is **NOT** Nielsen heuristic that concern errors?
   A. Prevent errors
   B. Recognition, not recall
   C. Help users recognize, diagnose, and correct errors
   D. Memorize and recall

5. With respect to the tone of a dialogue, which of the following should **NOT** be used?

A. Use abbreviations so that users can read them more quickly
B. Use simple terms
C. Be consistent in the use of terminology
D. Use simple, grammatically correct sentences

6. Which dimension of usability does a metaphor help?
   A. Learnability
   B. Errors prevention
   C. Efficiency
   D. Satisfaction

7. The next step in software development after determining the objective of your application is _____.
   A. Perform task analysis
   B. Allocate system functions
   C. Get to know your target users
   D. Define high-level architecture

8. Paper prototyping and storyboarding are important when constructing key path scenarios because _____ .
   A. To develop or communicate an understanding of the users of an existing or proposed system.
   B. To show the path of each interaction as the user completes task
   C. To produce user needs analyses and task analysis
   D. To represent work procedure, routines and processes

9. **THREE (3)** levels of design principles to guide developer towards minimizing the work of the user are
   I. Conceptual
   II. Interface
   III. Requirement
   IV. Testing
   V. Interaction

A. I, II and III

B. II, III and IV

C. I, II and V

D. III, IV and V

10. Consistency and standards in the design of an interface helps to ensure that the user can _____.

    a. Easily adjust the interface

    b. Identify the problem of the application

    c. Find the flow of the application

    d. Find the information that he/she is looking for