

	COURSE: GUI		MARKS: /10
	TOPIC:	CODE: DCS2013	
	Quiz	NO: 2	

STUDENT'S INFORMATION

MATRIC NO : _____

Name : _____

1. Which of the following is **NOT TRUE**?
 - A. The work of programming begins with a pencil, an eraser, and a pad of paper
 - B. The best way to plan a program is to quickly begin programming
 - C. A useful tool in planning a program is a flowchart
 - D. The GUI is the foundation of the application and the basic template for its further development.

2. Which of the following is not related to a GUI?
 - A. Appearance
 - B. Graphics
 - C. Labels
 - D. Code

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

4. Interface's memorability can be tested by _____.
 - A. Running a user test again on the same user after some time
 - B. Running the same interface to many user
 - C. Running and testing for a week
 - D. Testing the program whenever the user need to run the system

5. Which of the following is important in user interface design?
 - A. Practice complicated design
 - B. Understand your users and their tasks
 - C. Use automated tools in designing user interface
 - D. Test the system on a limited number of actual users

6. Which dimensions of usability does a metaphor help?
- A. Learnability
 - B. Errors prevention
 - C. Efficiency
 - D. Satisfaction
7. When software is poorly designed, the penalties are _____.
- A. More time to learn how things work
 - B. More time to get things done
 - C. Potential users will buy your competitor's product
 - D. All of the above**
8. The advantages of having symmetry / asymmetry in design element is
- a. To create unity and balance.
 - b. To suggest the illusion of movement or direction.
 - c. To create focal points by positioning their priority within a concept
 - d. To mess-up the interface design
9. A container object in GUI programming is _____ .
- A. Another name for an array or vector
 - B. Any class that is made up of other classes
 - C. A primitive variable that contains the actual data
 - D. A GUI component that has other GUI components places inside of it**
10. _____ displays a message that alerts the user and waits for the user to click the OK button to close the dialog
- E. A message dialog
 - F. A confirmation dialog
 - G. An input dialog
 - H. An option dialog
11. _____ asks a question and requires the user to respond with an appropriate button.
- I. An input dialog
 - J. An option dialog**
 - K. A confirmation dialog
 - L. A message dialog

