

- Question 1: Does it is necessary for evaluation team to have the expertise needed to do the evaluation? Justify your answer with example.
- Question 2: Explain "Participants Represent Real Users" in context of usability testing.
- Question 3: Give two examples of "Avoidance" with respect to Attitude-oriented.
- Question 4: How can we improve data retrieval through "storage and retrieval Systems"?
- Question 5: List down any four principles that can help make your visual interface as easy and pleasurable to use as possible.
- Question 6: What are Controlled Vocabularies
- Question 7: What are Design Edge Cases?
- Question 8: What are the Pointing Devices?
- Question 9: What are the pointing devices. Explain trackball as pointing device
- Question 10: What is the difference between Tertiary and Analogous colors
- Question 11: When is it useful to observe in context to observation process
- Question 12: Write any two common ways to Improve Navigation.
- Question 13: Briefly define Modal Loop?
- Question 14: Define briefly Group Box?
- Question 15: Define Dynamic Link Libraries in detail also explain its relation with memory management?
- Question 16: Define the names of resource-definition statements' categories?
- Question 17: Define the purpose of connect function with syntax. What does it return?
- Question 18: Define window menu
- Question 19: Differentiate between Dos and Windows
- Question 20: Differentiate between desktop window and application window?
- Question 21: Discuss two deficiencies of JavaScript.
- Question 22: Explain briefly how can an application perform more than one task at a time in windows environment?
- Question 23: Explain briefly how we can invoke WM\_PAINT message when no region of the window has become invalid.
- Question 24: Explain system defined messages. Why an application needs these messages?
- Question 25: if your program produces an error message that "stack over flow". What is a likely source of the error
- Question 26: List down three Pre-Defined GDI objects in window
- Question 27: Show the flow of server and client socket calls using block diagram?