

Describe the window presentation style.

Window presentation style” can refer to different things depending on the context. If you are referring to the presentation style of windows in a graphical user interface (GUI), such as those in operating systems like Windows, macOS, or Linux. there are two basic style commonly called tiled and overlapping window.

1. Tiled Windows:

- Description: Tiled windows get their name from the way common floor or wall tiles are arranged.
- Appearance: These windows appear in one plane on the screen and can expand or contract to fill the display surface as needed.
- Adjustability: Most systems allow two-dimensional tiled windows, meaning you can adjust both the height and width of the windows.
- Variations: Some less powerful systems only support one-dimensional tiled windows, which can be adjusted in only one manner.

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### 1. Overlapping Windows:

- Description: Overlapping windows are like papers on a desk, where one window can be placed on top of another.
- Appearance: These windows have a three-dimensional quality, seeming to lie on different planes, giving users a sense of depth.
- User Control: Users have control over the location of these windows and can

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choose the plane in which they appear.

- Adjustability: The sizes of some types of overlapping windows can also be changed.
- Common Usage: Most modern systems today use the overlapping window style.



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12. Explain web user interface.
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21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
23. What are the psychological responses to poor design ?
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25. Explain the important human characteristics.
26. Describe the following term with respect to human characteristics in design :
27. Describe human consideration in design.
28. What are the characteristics of mandatory use in user's task for design ?
29. Give the characteristics of discretionary user
30. Explain human interaction speed.
31. What are the methods for gaining an understanding of users ?
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34. Explain focus group. What are steps in setting up a focus group ?
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37. Determine the basic business functions.
38. What is screen design ? Define a well designed screen.
39. Describe the goals in screen design.
40. What is meant by screen and define its purpose.
41. How we can organize screen elements clearly and meaningfully ?
42. Describe ordering of screen data and content.
43. What do you mean screen navigation and flow ?
44. What do you understand by visually pleasing composition ?
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47. Discuss amount of information.
48. Discuss the following :
49. How to minimize the problems in scrolling ?
50. Discuss about the term 'Distinctiveness'.

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51. Discuss the techniques to provide emphasis.
52. How to convey depth of levels or a three-dimensional appearance ?
53. How information is presented simply and meaningfully ?
54. Discuss about typography.
55. Discuss about information entry and modification screens.
56. What are the types of statistical graphics ?
57. Discuss intranet and extranet design guidelines.
58. Write short note on statistical graphics
59. Explain the components of statistical graphics.
60. Discuss technical consideration in interface design for : i. Graphical system ii. Web system iii. Other web consideration
61. Discuss windows and its characteristics.
62. What are the components of window ?
63. What are the advantages of tiled window and overlapping window ?
64. What are the different types of windows ?
65. Explain different window management schemes.
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67. Discuss the functions of menus.
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70. Discuss various device based controls.
71. What are the advantages and disadvantages of :i. Trackball ii. Joystickiii. Graphic tablet iv. Touch screen
72. Discuss the guidelines for selecting proper device-based controls.
73. What are selection controls ?
74. Describe the various operable controls.
75. What is text ? How we present and write text ?

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76. Discuss text for web pages.
77. Write a short note on message.
78. What are the message box guidelines recommended by Microsoft ?
79. Discuss message box controls.
80. Discuss instructional message in detail.
81. What is icon ? Write down the characteristics of icons.
82. Explain design process for icons.
83. Describe icon animation and audition.
84. Describe multimedia in detail.
85. What is color ?
86. What are the uses of color ?
87. What are the problems related to color ?
88. How to choose color ?
89. What is software tool ? What are the commonly used tools in human computer interface ?
90. Explain specification method.
91. Describe interface building tools in detail.
92. What are the features of interface building tools ?
93. Explain interaction devices.
94. Describe keyboard and function keys.
95. Describe pointing devices and types of interaction tasks useful for pointing devices.
96. What are the types of pointing devices ?
97. Explain speech recognitions.
98. Discuss speech digitization and generation.
99. Describe image and video displays.
100. What are the characteristics of video display devices ?
101. Write a short note on drivers.