i. Trackball:

Advantages:

1. Direct hand-to-pointer movement.
2. Doesn’t block the screen view.
3. No extra desk space needed (if on the keyboard).

- Disadvantages:
    1. Movement is indirect, not on the same plane as the screen.
    2. Lacks direct hand-to-pointer distance relationship.
    3. Requires some eye-hand coordination.
    4. Hand needs to leave the keyboard.
- Doesn’t block the screen view.
- No extra desk space needed (if on the keyboard).

ii. Joystick:

- Advantages:
    1. Direct hand-to-pointer direction.
    2. Doesn’t block the screen view.
    3. No extra desk space needed (if on the keyboard).
- Disadvantages:
    1. Movement is indirect, not on the same plane as the screen.
    2. Lacks direct hand-to-pointer speed and distance relationship.
    3. Requires eye-hand coordination.
    4. Can be slow and inaccurate.
    5. Requires different hand movements.

6. Hand needs to leave the keyboard.

iii. Graphic Tablet:

- Advantages:
    1. Direct touch-to-pointer relationship in direction, distance, and speed.
    2. Comfortable horizontal operating plane.
    3. Doesn’t block the screen view.
- Disadvantages:
    1. Movement is indirect, not on the same plane as the screen.
    2. Requires hand to leave the keyboard.
    3. Requires additional desk space.
    4. Finger may be too large for accuracy with small objects.

iv. Touch Screen:

- Advantages:
    1. Direct hand-to-pointer relationship in direction, distance, and speed.
    2. Movement is on the same plane as the screen.
    3. No extra desk space needed.
    4. Suitable for high-use environments.
- Disadvantages:
    1. Finger may block part of the screen.
    2. Finger may lack accuracy for small objects.
    3. Hand needs to move far from the keyboard.
    4. Fatiguing for extended use.
    5. May soil or damage the screen.

What are the advantages and disadvantages of :i. Trackball ii. Joystickiii. Graphic tablet iv. Touch screen

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23. What are the psychological responses to poor design ?
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37. Determine the basic business functions.
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39. Describe the goals in screen design.
40. What is meant by screen and define it 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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46. How to group screen elements using border ?
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50. Discuss about the term 'Distinctiveness'.

51. Discuss the techniques to provide emphasis.
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53. How information is presented simply and meaningfully ?
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59. Explain the components of statistical graphics.
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