# Tiled Windows:

### Advantages:

- 1. User-Friendly Setup: The system takes care of window placement, so users don't have to decide where to put them.
- 2. Constant Visibility: Open windows are always visible, preventing them from being lost or forgotten.
- 3. No Hidden Information: Every window is fully visible, ensuring that no information is hidden.
- 4. Perceived Simplicity: Tiled windows are seen as less complex, making them easier for novice users.
- 5. Better for Simple Tasks: Ideal for tasks where minimal window manipulation is needed.

#### Disadvantages:

- 1. Limited Number of Windows: Only a few windows can be displayed at once, due to space constraints.
- 2. Changing Sizes: Existing windows change in size as new ones are opened or closed, which can be annoying.
- 3. Disconcerting Movement: Window size or position changes can be disconcerting to users.
- 4. Tiny Windows: With many windows, each one can become very small.
- 5. Unpredictable Changes: System-initiated size and position changes are hard to predict.
- 6. May Not Meet User Needs: The system configuration may not fit the user's preferences.

# **Overlapping Windows:**

### Advantages:

- 1. Familiar Look: Resembles a three-dimensional desktop, which is visually familiar to users.
- 2. Greater Control: Users have more control to organize windows according to their needs.
- 3. Maintained Sizes and Positions: Windows can maintain consistent sizes and positions.
- 4. No Screen Space Issue: Windows can overlap, conserving screen space without limitation.
- 5. Less Pressure to Close: There's less pressure to close windows, as they can coexist without cluttering the screen.

# Disadvantages:

- 1. Operational Complexity: More control functions make overlapping windows operationally more complex.
- 2. Potential Obscured Information: Information in windows may be obscured behind others.
- 3. Lost Windows: Windows can be lost behind others, and users may assume they don't exist.
- 4. Not Always 3D Realization: Users may not always realize the three-dimensional nature of overlapping windows.
- 5. Visual Complexity: Too many windows or improper arrangement can be visually overwhelming.

# Related posts:

- 1. What do you mean by user interface? Define user interface design. Why user interface is important?
- 2. Describe the importance of good design.
- 3. What are the benefits of good design?
- 4. Write a short note on history of screen design.
- 5. What do you mean by graphical user interface?
- 6. What is popularity of graphics?
- 7. Describe the concept of direct manipulation
- 8. What is graphical system? Write down its advantages and disadvantages.
- 9. Describe the characteristics of graphical system.
- 10. Describe the characteristics of intranet versus the internet.
- 11. What are the usability problems in graphical system?
- 12. Explain web user interface.
- 13. Discuss the popularity of web interface.
- 14. What are the characteristics of web user interface?
- 15. Describe the principles of user interface.
- 16. Describe the principles established the foundation for graphical interfaces.
- 17. Describe the design goals in creating user interface.
- 18. Why web user interface design difficult?
- 19. Explain the five commandments for designing user interface
- 20. Discuss human computer interaction.
- 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?
- 24. What are the physical reactions to poor design?

- 25. Explain the important human characteristics.
- 26. Describe the following term with respect to humancharacteristics 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?
- 32. Discuss business and requirement analysis.
- 33. Designing a website, what kinds of interview questions are appropriate for asking users?
- 34. Explain focus group. What are steps in setting up a focus group?
- 35. Explain card sorting for websites.
- 36. Describe the steps for creating electronic survey.
- 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 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?
- 45. Discuss the perceptual principles that can be used toaid screen functional groupings.
- 46. How to group screen elements using border?
- 47. Discuss amount of information.
- 48. Discuss the following:
- 49. How to minimize the problems in scrolling?
- 50. Discuss about the term 'Distinctiveness'.

- 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. Describe the window presentation style.
- 64. What are the different types of windows?
- 65. Explain different window management schemes.
- 66. Describe the structure of menus.
- 67. Discuss the functions of menus.
- 68. What are website navigation problems?
- 69. What are the various task performed by device-based controls.
- 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?

- 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 usedtools 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.