

Color is a visual perception resulting from the way our eyes interpret light. To describe a color, we consider three key properties:

1. Hue: This refers to the type of color, like red, green, or blue. Hue is determined by the spectral wavelength composition of the color.
2. Chroma (Saturation): Chroma or saturation is the purity of a color. It represents how vivid or muted a color is, ranging from grayscale to the most intense version of that color. More saturated colors are easily visible from a distance.
3. Value (Intensity): Value is the lightness or darkness of a color, ranging from black to white. It indicates the relative brightness of a color.

To describe differences in lightness, we often use two-word descriptors like light red or dark blue. Some hues are naturally lighter or darker; for example, yellow is very light, and violet is very dark.

The primary colors of illuminated light are red, green, and blue. When combined in pairs, these colors create magenta, cyan, and yellow, along with all the other visible colors in the spectrum. The additive combination of these three primary colors results in white.

Colors are often associated with temperature: long-wavelength colors like red are considered warm, while short-wavelength colors like blue are considered cool.

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3. What are the benefits of good design ?

4. Write a short note on history of screen design.
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6. What is popularity of graphics ?
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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
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21. How a person interact with computer.
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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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39. Describe the goals in screen design.
40. What is meant by screen and define its purpose.
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42. Describe ordering of screen data and content.
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57. Discuss intranet and extranet design guidelines.
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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
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80. Discuss message box controls.
81. Discuss instructional message in detail.

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87. What are the problems related to color ?
88. How to choose color ?
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101. Write a short note on drivers.