Chapter 12
Designing Interfaces and Dialogues

Multiple Choice Questions

1.	Interface design focuses on: a. how information is provided and captured from users b. the design of forms and reports c. the logical design of system files and databases d. turning design specifications into working computer code
2.	The deliverable and outcome from system interface and dialogue design is: a. structured descriptions and diagrams that outline the logic contained within each DFD process b. the creation of a design specification c. an updated baseline project plan that details the work necessary to turn the selected design strategy into the desired replacement information system d. a set of coherent, interrelated data flow diagrams
3.	A method by which users interact with information systems defines: a. dialogue b. discussion c. interface d. session
4.	A human-computer interaction method where explicit statements are entered into a system to invoke operations refers to: a. command language interaction b. natural language interaction c. machine language interaction d. object-based interaction
5.	A human-computer interaction method where a list of system options is provided and a specific command is invoked by user selection of a menu option is: a. natural language interaction b. menu interaction c. form interaction d. object-based interaction
6.	This type of menu positioning method places the access point of the menu near the top line of the display; when accessed, menus open by dropping down onto the display. a. pop-up menu b. drop-down menu c. box menu d. cursor menu
7.	The premise of allowing users to "fill in the blanks" when working with a system refers to: a. form interaction b. fill-in-the-blank interaction c. field entry interaction d. command language interaction

8.	Which of the following methods is the least viable interaction style? a. form interaction b. natural language interaction c. command language interaction d. object-based interaction
9.	A sphere mounted on a fixed base that steers the cursor on a computer display is a: a. trackball b. mouse c. light pen d. joystick
10.	The most preferred input device for text correction is the: a. mouse b. keyboard c. trackball d. light pen
11.	When designing the navigation procedures within your system, the primary concerns are: a. the design of between-field navigation and the ability to provide feedback b. grouping data fields into logical categories and assigning group labels c. flexibility and consistency d. accuracy and reliability
12.	Which of the following functional requirements are required for providing smooth and easy navigation within a form? a. cursor control capabilities b. editing capabilities c. exit capabilities d. all of the above
13.	Reversing the sequence of one or more characters in a field is called: a. transposing b. transcripting c. appending d. truncating
14.	Testing to assure that data is of proper type is the purpose of the: a. expected values validation test b. range validation test c. class or composition validation test d. values validation test
15.	"Please wait while I open the file" is an example of: a. status information b. a remark c. a warning message d. a prompting cue

16.	Using lists to break information into manageable pieces conforms to the SOS guideline of: a. shortcuts b. organize c. simplicity d. show
17.	The sequence of interaction between a user and a system refers to: a. interface b. discussion c. dialogue d. session
18.	All dialogue design rules are mitigated by the: a. feedback guideline b. consistency guideline c. ease guideline d. control guideline
19.	A formal method for designing and representing human-computer dialogues using box and line diagrams is referred to as: a. interface design b. dialogue diagramming c. state-transition diagramming d. entity-relationship diagramming
20.	The first step to becoming an effective GUI designer requires: a. being able to program competently using a third-generation language b. becoming an expert user of the GUI environment c. understanding the available resources and how they can be used d. both b and c
21.	The common property of windows and forms in a graphical user interface environment that requires users to resolve the request for information before proceeding is: a. maximize b. movable c. modality d. system menu
22.	How can you avoid a hidden links error? a. Make sure users can use the back button to return to prior pages. b. Make sure your pages conform to users expectations by providing commonly used icon links. c. Make sure users know which links are internal anchor points versus external links and indicate if a link brings up a separate browser window from those that do not. d. Make sure you leave a border around images that are links, do not change link colors from normal defaults, and avoid embedding links within long blocks of text.
23.	A technique for showing a user where they are in a Web site by placing a series of "tabs" on a Web page that shows a user where they are and where they have been best describes: a. icons b. lightweight images c. cookie crumbs d. MPEG files

Answers

1.	Interface design focuses on: a. how information is provided and captured from users b. the design of forms and reports c. the logical design of system files and databases d. turning design specifications into working computer code **Answer**:a **Difficulty**: Med **Reference**: p. 417
2.	The deliverable and outcome from system interface and dialogue design is: a. structured descriptions and diagrams that outline the logic contained within each DFD process b. the creation of a design specification c. an updated baseline project plan that details the work necessary to turn the selected design strategy into the desired replacement information system d. a set of coherent, interrelated data flow diagrams **Answer**:b **Difficulty**: Med **Reference**: p. 418
3.	A method by which users interact with information systems defines: a. dialogue b. discussion c. interface d. session **Answer**:c **Difficulty**: Med **Reference**: p. 419
4.	A human-computer interaction method where explicit statements are entered into a system to invoke operations refers to: a. command language interaction b. natural language interaction c. machine language interaction d. object-based interaction **Answer**:a **Difficulty**: Med **Reference**: p. 420
5.	A human-computer interaction method where a list of system options is provided and a specific command is invoked by user selection of a menu option is: a. natural language interaction b. menu interaction c. form interaction d. object-based interaction **Answer**:b **Difficulty**: Med **Reference**: p. 421

6.	This type of menu positioning method places the access point of the menu near the top line of the display; when accessed, menus open by dropping down onto the display. a. pop-up menu b. drop-down menu c. box menu d. cursor menu **Answer**:b **Difficulty**: Medium **Reference**: p. 424
7.	The premise of allowing users to "fill in the blanks" when working with a system refers to: a. form interaction b. fill-in-the-blank interaction c. field entry interaction d. command language interaction **Answer**:a **Difficulty**: Med **Reference**: p. 426
8.	Which of the following methods is the least viable interaction style? a. form interaction b. natural language interaction c. command language interaction d. object-based interaction **Answer**:b **Difficulty**: Med **Reference**: p. 427
9.	A sphere mounted on a fixed base that steers the cursor on a computer display is a: a. trackball b. mouse c. light pen d. joystick **Answer**:a **Difficulty**: Med **Reference**: p. 428
10.	The most preferred input device for text correction is the: a. mouse b. keyboard c. trackball d. light pen **Answer**:d **Difficulty**: Med **Reference**: p. 429
11.	When designing the navigation procedures within your system, the primary concerns are: a. the design of between-field navigation and the ability to provide feedback b. grouping data fields into logical categories and assigning group labels c. flexibility and consistency d. accuracy and reliability **Answer**:c **Difficulty**: Med **Reference**: p. 431

12.	Which of the following functional requirements are required for providing smooth and easy navigation within a form? a. cursor control capabilities b. editing capabilities c. exit capabilities d. all of the above **Answer**:d **Difficulty**: Med **Reference**: p. 433
13.	Reversing the sequence of one or more characters in a field is called: a. transposing b. transcripting c. appending d. truncating **Answer**:a **Difficulty**: Med **Reference**: p. 434
14.	Testing to assure that data is of proper type is the purpose of the: a. expected values validation test b. range validation test c. class or composition validation test d. values validation test **Answer**:c **Difficulty**: Med **Reference**: p. 435
15.	"Please wait while I open the file" is an example of: a. status information b. a remark c. a warning message d. a prompting cue **Answer**:a **Difficulty**: Med **Reference**: p. 437
16.	Using lists to break information into manageable pieces conforms to the SOS guideline of: a. shortcuts b. organize c. simplicity d. show **Answer**:b **Difficulty**: Med **Reference**: p. 438
17.	The sequence of interaction between a user and a system refers to: a. interface b. discussion c. dialogue d. session **Answer**:c **Difficulty**: Med **Reference**: p. 440

18.	All dialogue design rules are mitigated by the: a. feedback guideline b. consistency guideline c. ease guideline d. control guideline **Answer**:b **Difficulty**: Med **Reference**: p. 441
19.	A formal method for designing and representing human-computer dialogues using box and line diagrams is referred to as: a. interface design b. dialogue diagramming c. state-transition diagramming d. entity-relationship diagramming **Answer**:b **Difficulty**: Med **Reference**: p. 442
20.	The first step to becoming an effective GUI designer requires: a. being able to program competently using a third-generation language b. becoming an expert user of the GUI environment c. understanding the available resources and how they can be used d. both b and c **Answer**:d **Difficulty**: Med **Reference**: p. 445
21.	The common property of windows and forms in a graphical user interface environment that requires users to resolve the request for information before proceeding is: a. maximize b. movable c. modality d. system menu **Answer**:c **Difficulty**: Med **Reference**: p. 447
22.	How can you avoid a hidden links error? a. Make sure users can use the back button to return to prior pages. b. Make sure your pages conform to users expectations by providing commonly used icon links. c. Make sure users know which links are internal anchor points versus external links and indicate if a link brings up a separate browser window from those that do not. d. Make sure you leave a border around images that are links, do not change link colors from normal defaults, and avoid embedding links within long blocks of text. **Answer**:d **Difficulty**: Hard **Reference**: p. 448
23.	A technique for showing a user where they are in a Web site by placing a series of "tabs" on a Web page that shows a user where they are and where they have been best describes: a. icons b. lightweight images c. cookie crumbs d. MPEG files **Answer**:c **Difficulty**: Med **Reference**: p. 449