C–8528	Sub. Code
	82723

B.Sc. DEGREE EXAMINATION, APRIL 2023

Second Semester

UI Design and Development

UI DEVELOPMENT – I

(2019 onwards)

Duration : 3 Hours　　　　　　　　Maximum : 75 Marks

Part A　　　　　　(10 × 2 = 20)

Answer **all** questions.

1.　What is scripting?

2.　Classify the data.

3.　What is array?

4.　Define number validation.

5.　Differentiate fadein and fadeout.

6.　What is import of data?

7.　What is the purpose of Saas framework?

8.　What are arguments?

9.　Classify the functions.

10.　Brief on maps.

Part B   (5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the object-oriented programming.

Or

(b) Explain the exceptional handling with suitable example?

12. (a) Explain the advanced java script.

Or

(b) Describe the HTML events.

13. (a) Discuss the Java Script frame works.

Or

(b) Describe the JASON parsing.

14. (a) Describe the media Queris in detail.

Or

(b) Illustrate the purpose of setup and variables.

15. (a) Explain the importance of mixins.

Or

(b) Briefly explain the Nesting.

Part C   (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain the application of following functions with suitable example.

(i) Pass by Value

(ii) Pass by reference

Or

(b) Discuss the overloading and overriding.

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17. (a) Explain the concept of one- and two-dimensional arrays.

Or

(b) Describe the animation using the JavaScript and JQuery.

18. (a) Explain the dynamic effects using scripts with suitable example.

Or

(b) Explain the event driven programming with examples.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Second Semester

UI Design and Development

UX DESIGN – I

(2019 Onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** the questions.

1. Define Design.

2. Define focal point.

3. Define responsive design.

4. Define heuristic review.

5. What is empathy map?

6. Define focus group?

7. What is hypothesis?

8. What is project scoping?

9. What is user observation method?

10. What is interview?

Answer **all** the questions.

11. (a) Write about the importance of psychology.

Or

(b) Write about association and affordance.

12. (a) Write about guiding principles.

Or

(b) Explain the user research methods.

13. (a) Write about the basics of research.

Or

(b) Write about the significance of Statement of the problem.

14. (a) Discuss about marketing campaign.

Or

(b) Write five marketing techniques to sell your brand.

15. (a) Write a short on flexible content strategies.

Or

(b) Discuss about the flexible architecture.

Part C (3 × 10 = 30)

Answer **all** the questions.

16. (a) Elaborate on the principles of UXD design.

Or

(b) Briefly explain about balance and proportion interaction.

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17. (a) Explain in detail about quantitative and qualitative research.

Or

(b) Elaborate on the steps in creating a proposal.

18. (a) Elaborate on the empathy map.

Or

(b) Elaborate about the UXD Ecosystem.

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		82742

B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fourth Semester

UI Design and Development

WEB APPLICATION DEVELOPMENT

(2019 onwards)

Duration : 3 Hours　　　　　　　　Maximum : 75 Marks

Part A　　　　　　$(10 \times 2 = 20)$

Answer **all** questions.

1.　What do you mean by server-side development?

2.　What is HTML form?

3.　Define: State management

4.　Outline on MVC.

5.　Opine on the database architecture.

6.　Brief on data modelling.

7.　What is the meaning of exporting database?

8.　Outline on Managing Multiple Queries.

9.　What do you mean by XML?

10.　Outline on database interactions.

Part B $(5 \times 5 = 25)$

Answer **all** questions.

11. (a) Narrate on the "Understanding the Syntax".

Or

(b) Explain the strings in detail.

12. (a) Explain the PHP functions.

Or

(b) Describe the various Patterns in Php.

13. (a) Express your understanding on DDL using MySQL.

Or

(b) Discuss about DML using MySQL.

14. (a) Describe the database connectivity using PHP in detail.

Or

(b) How would you perform Normalization?

15. (a) Analyse the importance of Ajax using JavaScript.

Or

(b) Briefly elaborate on the Ajax Script manager.

Part C $(3 \times 10 = 30)$

Answer **all** questions.

16. (a) Demonstrate the PHP global variables.

Or

(b) Discuss on the HTML form handling with PHP.

2 **C–8530**

17. (a) Explain the Unions-Procedures with examples.

Or

(b) Describe the image manipulation with examples.

18. (a) Illustrate on the database interactions with AJAX.

Or

(b) Explain the form Update Panel Design by AJAX with examples.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fourth Semester

UI Design and Development

MOBILE APPLICATION DEVELOPMENT

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. Explain the usage of Java Packages.

2. Outline the importance of mobile Programming.

3. What are jump statements in Java?

4. Define variables.

5. What are the tools are placed in an android SDK?

6. Show any two examples of primitive type data.

7. Describe on Activities in Java.

8. Which is used for debugging Java programs?

9. How would you implement swipe animation in Android?

10. Outline the purposes of SQLite database.

Part B ($5 \times 5 = 25$)

Answer **all** questions.

11. (a) How objects-oriented Programming is different from procedure-Oriented programming?

Or

    (b) Write note on java development kit.

12. (a) Explain about arithmetic and relational operators with suitable examples.

Or

    (b) Write notes on garbage collection.

13. (a) Explain about mobile Software's and briefly discuss about its development in platform.

Or

    (b) What coding languages are used for mobile applications?

14. (a) Explain about SQLite database.

Or

    (b) Explain about intents and services.

15. (a) What is a widget? How are they created and used?

Or

    (b) Write notes on handlers.

Part C ($3 \times 10 = 30$)

Answer **all** questions.

16. (a) How are arrays declared? Write a java program to multiply two 3×3 matrices.

Or

    (b) Compare open-source mobile application development with traditional methods.

2   **C–8531**

17. (a) Discuss in detail about event listener and event handler with example.

Or

(b) Explain the android emulator and debugging with example.

18. (a) Discuss briefly about Activity Lifecycle with neat sketch.

Or

(b) Explain the following

   (i) Operators

   (ii) Control statement

   (iii) Selection statement

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C–8532		Sub. Code
		82755A

B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fifth Semester

UI Design and Development

INFORMATION ARCHITECTURE

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1. What is IA?

2. What is metadata?

3. List the types of navigation.

4. What is content inventory?

5. What is usability testing?

6. What are trade tools?

7. What is home page?

8. What is the purpose of search engine?

9. How to rank the page?

10. What is web mining?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the basics of information architecture.

Or

(b) Explain the IA Labelling system.

12. (a) Explain the contextual navigation.

Or

(b) Discuss the content inventory.

13. (a) Explain the user research methods.

Or

(b) Describe the conceptual blueprint.

14. (a) Explain the importance of navigation page.

Or

(b) Explain the knowledge organization system.

15. (a) Discuss the web crawling.

Or

(b) Discuss the importance of google keywords for search.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail user experience design for IA.

Or

(b) Explain the types of navigation in detail.

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17. (a) Discuss in detail the user centred design.

Or

(b) Explain the trade tools in detail.

18. (a) Explain the various types of web page design.

Or

(b) Explain the search engine algorithm with suitable example.

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B.Sc. DEGREE EXAMINATION, APRIL 2023.

Fifth Semester

UI Design and Development

HUMAN CENTERED DESIGN

(2019 onwards)

Duration : 3 Hours   Maximum : 75 Marks

Part A   (10 × 2 = 20)

Answer **all** questions.

1.   What is emotional design?

2.   What is visceral design?

3.   List the types of language interaction.

4.   What is interaction design?

5.   What is UI?

6.   What is container?

7.   What are context technologies?

8.   What is immersive design?

9.   What is visual comfort?

10.   What is human factor engineering?

Part B (5 × 5 = 25)

Answer **all** questions.

11. (a) Describe the multiple faces of emotions.

Or

(b) Explain the behavioural design.

12. (a) Explain the interactive design for computation.

Or

(b) How to manage complexities.

13. (a) Explain the taxonomies.

Or

(b) Describe the playful user interface.

14. (a) Explain the importance of cultural theory.

Or

(b) Explain the kid's product design.

15. (a) Discuss the physical work comfort.

Or

(b) Discuss the importance of human factor engineering.

Part C (3 × 10 = 30)

Answer **all** questions.

16. (a) Explain in detail human design attraction with suitable example.

Or

(b) Explain the basic of human design interaction in detail.

2 C–8533

17. (a) Discuss in detail the interaction design for centric world.

Or

(b) Explain the application of user interface.

18. (a) Explain the development of contextual applications.

Or

(b) Explain the human factor engineering with suitable example.

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