

## UNIT IV

1. User interface design creates an effective communication medium between a human and a computer
2. **Knowledgeable, intermittent users.** Reasonable semantic knowledge of the application but relatively low recall of syntactic information.
3. **Novices.** No syntactic knowledge of the system and little semantic knowledge of the application or computer usage in general.
4. The analysis and design process for user interfaces is iterative and can be represented using a spiral model
5. Nouns (objects) and verbs (actions) are isolated to create a list of objects and actions.
6. System response time is measured from the point at which the user performs some control action until the software responds with desired output or action.
7. **Consistency.** The use of navigation controls, menus, icons, and aesthetics (e.g., color, shape, layout) should be consistent throughout the WebApp
8. **Fitt's law.** "The time to acquire a target is a function of the distance to and size of the target"
9. The web design should be moderation and simple.
10. Base for web app design pyramid is Component design
11. Apex of web app design pyramid is interface design
12. Aesthetic design, also called graphic design
13. Architecture design is conducted in parallel with interface design
14. The architectural structures can be combined to form composite structures
15. Hierarchical structures are undoubtedly the most common WebApp architecture.
16. MVC stands for Model-View-Controller architecture
17. OOHDM stands for OBJECT-ORIENTED HYPERMEDIA DESIGN METHOD
18. ADV stands for abstract data view
19. NSU stands for navigation semantic units
20. An interface that uses an interaction metaphor is easier to learn and easier to use