

Questions	Answers
<p>Multiple Choice</p> <ol style="list-style-type: none">1. What is a UI?<ol style="list-style-type: none">a. update identificationb. user identificationc. user interfaced. update interface2. Which of the following is not a common computer metaphor<ol style="list-style-type: none">a. buttonsb. door handlesc. menusd. sliders3. Which of the following is not an instance?<ol style="list-style-type: none">a. imageb. song filec. word processing documentd. menu4. Computers do<ol style="list-style-type: none">a. exactly what you tell them to dob. only what other computers tell them to doc. instructions at randomd. everything5. A good way to learn how to use a new application or piece of software is to<ol style="list-style-type: none">a. read the entire manualb. skim through the manualc. call tech supportd. click around6. Each time you paste, what is made of that saved version?<ol style="list-style-type: none">a. fileb. copyc. typed. replace7. What key sequence does ^C indicate to the user<ol style="list-style-type: none">a. Ctrl+C or Command+Cb. cc. Cd. Caps Lock + C8. When computers went mobile, this	<p>Multiple Choice</p> <ol style="list-style-type: none">1. c2. b3. d4. a5. d6. b7. a8. d9. b

popular device was now a problem.

- a. printer
 - b. keyboard
 - c. power cord
 - d. mouse
9. What company introduced the mouse?
- a. Microsoft
 - b. Apple
 - c. IBM
 - d. Xerox

Short Answer

1. Digital is better than analog encoding of information because with digital it is possible to have a(n) _____.
2. Software designers help users understand their software through the use of _____.
3. *Open*, *New*, *Close*, and *Save* can usually be found in the _____ menu.
4. Perfect reproduction is a property of _____ information.
5. In an application with menus, *Undo*, *Cut*, *Copy*, and *Paste* can usually be found in the _____ menu.
6. _____, _____, and _____ are the three steps of the placeholder technique.
7. _____ and _____ are important to keep in mind when using a placeholder.
8. _____ is any indication that the computer is still processing a task or has already completed it.
9. Overlapping windows were first used in the user interface of the _____.
10. Usually applications from the same vendor are _____.

Exercises

1. Explain the desktop metaphor.
2. Discuss the advantages of a

Short Answer

1. techies
2. metaphors
3. File
4. digital
5. Edit
6. Help
7. easy to type, not used anywhere else
8. feedback
9. computer; completed
10. consistent

Exercises

1. The desktop metaphor became the universal way most people thought of using a computer. The computer

<p>consistent interface from both the consumer's and developer's point of view.</p> <ol style="list-style-type: none">3. What is the purpose of computers displaying progress bars when items are loading?4. Create a new document with the following text: "*****". Then find "***" and replace with "*". How many times did it find and replace? Explain in detail how the process worked.5. Explain why feedback is important for the user.6. State the Perfect Reproduction Property of Digital Information and explain its power.7. Explain why both copy and paste are considered copying information?8. Angel decided to use the placeholder "the" to stand for Theodore Hertzprung Englebert. Why was this a bad placeholder for Angel to use? Explain your answer in detail.9. Explain the touch metaphor in detail, and explain what changed about computing.10. Explain why the touch metaphor has not replaced the desktop metaphor.11. Why is it useful to "blaze away" when using a new piece of software?	<p>became a virtual desktop on which one could store, view, and edit documents. Most people were familiar with desks but fewer understood command line programs, so the metaphor made the basic operations a computer could do simpler for people to understand and use.</p> <ol style="list-style-type: none">2. Predictability helps both the user to use the program and the developer to build and maintain it. A program that did different things at different times for unclear or no reasons is virtually useless and impossible to fix or improve.3. To communicate with the user4. Two times: it found the first pair, and then the second, didn't match the final star, and then performed the replacement on both matches.5. The user needs to know whether the thing he asked a computer to do was understood, whether it has completed, and whether it was successful. Otherwise, he will not know whether it is safe or worthwhile to proceed. A classic example is a progress bar while waiting for a page to load: users will quickly become impatient and upset if they don't know whether the machine is working or if it has stalled, and a progress bar is a simple way to reassure them.6. With digital media, all copies are identical since they are composed of discrete parts (usually bits). It is possible to quickly detect and correct any flaw in the reproduction. This is powerful because it means digital information may be disseminated broadly and easily.7. 'Copy' makes a duplicate entry of the selection in memory; 'paste' duplicates the contents of the memory to the selection. Both are copies of digital information.8. The temptation to replace the phrase with the faster-to-type acronym for
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	<p>now and use find and replace to expand it later is high. But 'the' is a common word in English, so there would be many false positives that would be replaced, wasting much more time in later editing than was saved by using the placeholder in the first place.</p> <ol style="list-style-type: none">9. A new metaphor was introduced. The mouse needed to be reenvisioned, which included scrolling and navigation. More details will vary by student.10. Desktop metaphor still has advantages in certain situations.11. Many possible answers.
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