CIS 201 Chapter 7 Review Test

**True/False**

*Indicate whether the statement is true or false.*

1. (1 point) Ease of learning and ease of use are often in conflict.

2. (1 point) User interface design is frequently added to the system after the business rules and business logic has been designed.

3. (1 point) To implement the dialog metaphor requires voice communication and voice recognition capabilities on the computer.

4. (1 point) A good example of an error message might be, “The account information is missing critical data. Please re-enter.”

5. (1 point) Users need to feel that they can explore options and take actions that can be canceled without difficulty.

6. (1 point) A person’s ability to remember things is not an important consideration for user-interface design.

7. (1 point) Designing a consistent-appearing and consistent-functioning interface is one of the least important design goals.

8. (1 point) Menu design and dialog design should be done separately.

9. (1 point) An initial grouping of cases by actor and subsystem is a good starting point for menu design.

10. (1 point) Each dialog may only have one window form.

11. (1 point) Storyboarding should result in a detailed dialog design.

12. (1 point) The design of a desktop system and a Web based system have similar performance issues that must be considered.

13. (1 point) EDI stands for electronic database integration.

14. (1 point) Highly automated input devices such as scanners can capture many system inputs.

15. (1 point) XML is a definition language that allows users to add new constructs to the language.
Multiple Choice  
Identify the choice that best completes the statement or answers the question.

16. (1 point) A metaphor of human-computer interaction (HCI) in which the user interacts directly with objects on the display screen, is referred to as ____.
   a. desktop metaphor
   b. direct manipulation metaphor
   c. document metaphor
   d. dialog metaphor

17. (1 point) A metaphor of human-computer interaction (HCI) in which interacting with the computer, is much like carrying on a conversation is called ____.
   a. desktop metaphor
   b. direct manipulation
   c. document metaphor
   d. dialog metaphor

18. (1 point) The study of human interaction with machines in general is called ____.
   a. human factors engineering
   b. user-centered design
   c. human-computer interaction
   d. usability

19. (1 point) A metaphor of human-computer interaction, in which interaction with the computer involves browsing and entering data on electronic documents, is referred to as a ____ metaphor.
   a. desktop
   b. direct manipulation
   c. document
   d. dialog

20. (1 point) A key principle of human-computer interaction (HCI), that states that the appearance of any control should suggest its functionality, is called ____.
   a. informative feedback
   b. affordance
   c. consistency
   d. visibility

21. (1 point) “When subsequent processing is delayed by more than a second or two, users may repeatedly press controls or reenter information, resulting in processing errors and user frustration” is an example of what?
   a. Lack of error handling
   b. Lack of feedback
   c. Lack of closure
   d. Lack of consistency

22. (1 point) Designers should be sure to include cancel buttons on all dialog boxes which allow the user to back up. This is an example of what?
   a. Easy reversal of actions
   b. Reduce short term memory load
   c. Good error handling
   d. Dialog that yields closure
23. (1 point) A good design heuristic for menu design is to limit the menu choices to _____ choices.
   a. four to nine  
   b. never more than seven  
   c. three to seven  
   d. five to ten

24. (1 point) What does XML stand for?
   a. Extended Module Links  
   b. External Machine Language  
   c. Extensible Markup Language  
   d. Extensible Modern Language

25. (1 point) Which of the following is NOT an input device used to reduce input errors?
   a. Magnetic card strip reader  
   b. Electronic keyboard  
   c. Touch screen  
   d. Bar code reader

26. (1 point) The primary objective of using automated input devices is to _______.
   a. produce error-free data  
   b. reduce costs  
   c. increase throughput  
   d. eliminate human input

27. (1 point) Which of the following is NOT an example of a technique to reduce input errors?
   a. Design input codes with special meanings  
   b. Avoid human involvement  
   c. User electronic data capture devices  
   d. Capture data close to the source

28. (1 point) A report that is printed to be used by persons outside of the organization is called a(n) _____.
   a. outside report  
   b. non-sensitive output  
   c. external output  
   d. company report

29. (1 point) The ability to link a summary field to the supporting detail, and to dynamically view that detail on a screen, is called _____.
   a. exploding report  
   b. windowing a field  
   c. dynamic reporting  
   d. drill down

30. (1 point) Electronic reports can provide a(n) ____ on the report to activate a lower-level report, which provides more detailed information.
   a. cursor link  
   b. activation key  
   c. mouseover  
   d. hot spot hyperlink