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### Question # 1

Ans) ① The chair is made of wood, so if officer sits long time, he may be ~~pre~~ tired.

② The chair back is very straight, may be he feel uncomfortable.

③ The chair is fixe in his position, he may tired, if he move chair.

④ After some time, may be the foote of this chair become rusty.

### Question # 2

Ans) **PARADIGMS :**

Paradigms are basically thoughts & ideas of different human being.

If we are discussing on some topics, so how i would get the

idea understand. If i wear black glasses so after black colour, I thought there is no light.

## PARADIGM SHIFT :

Paradigm shift mean if you are good person and you are living in a ~~best~~ bad society, and you promise your self to not doing bad things, but one day comes you will also do the some bad things.

## Question # 3

### Ans) DESIGN RATIONAL :

A design rational is an explicit documentation of the reasons behind decisions made when designing the system.

### TYPES OF DESIGN RATIONAL :

#### - ARGUMENTATION BASED :

The design rational is primarily exclusive and some systems may support multiple types.

## - HISTORY BASED :

The rational consist of Design history. The event that occur while performing design. This information may store into many forms.

## - PROCESS BASED :

The rational consist of design process itself which built the format of rational.

### QUESTION # 4

Ans) The web page that illustrate the principle of consistency & Google. In Google day by day, we get the updates & learn every things of it.

- The good example is that, we have any problem regarding to assignment or any thing which we are finding, so we will simply google it. It take less time and less effort.

- The bad one is that we are very use to of google. ~~so~~ we cannot use of ~~\$~~ our own brain we cannot do something by over

Self. So Now we are very depending on it, may be some information we are getting is wrong.

## Question # 5

### Shneiderman's Eight Golden Rules

#### 1) STRIVE FOR CONSISTENCY:

Consistency Sequences of action should be required in similar situation. It should use in prompts, menus and help screen.

#### 2) ENABLE FREQUENT USERS TO USE SHORTCUTS:

As the frequency of users we increases, so do the users despires to reduce the number of interaction and increase pace of interaction.

#### 3) OFFER INFORMATIVE FEEDBACK:

For every operation action there should be ~~object~~ some system feedback.

4) Design dialog to yield closure:  
Sequences of actions should be organized into groups with the beginning, middle and end.

5) Offer simple error handling:  
As much as possible, design the system, user cannot make serious error. If error is made, system should be able to detect.

6) Permit easy reversal of actions:  
This feature relieves anxiety, since the user knows that the error can be undone.

7) Support internal locus of control:  
Experienced operators strongly desire the sense that they are in charge of the system & that the system respond to their actions.

8) Reduce short-term memory load:  
The limitation of human information processing in short-term memory requires that the display be kept simple.

## Question # 6

Ans) The Five Usability of internet-explorer are;

- 1) Effectiveness
- 2) Efficiency
- 3) Engagement
- 4) Error Tolerance
- 5) Ease of Learning.

### Effectiveness :

It is all about high degree of accuracy under which user can complete their goal.

Internet-explorer was the first browser & it was very effective & secure.

### Efficiency :

They are quite different & our goal is aiming to have both of them. In internet-explorer, we complete our ~~task~~ task with efficiency & with no error.

**Engagement :** This is what we are enjoying & ~~are~~ Satisfying with ~~our~~ employer.

## **Error Tolerance :**

There are error every where No website, apps are clean of error but internet explorer are trying to reduce the error as much as they can.

## **Ease of learning :**

It mean the information gave internet explorer has a lot of into ~~at~~ info it.