Chapter 6 Multiple Choice Questions

1. Which is not a good rule for organizing menu contents into meaningful groups and sequences?
	1. Create groups of logically similar items.
	2. Form groups that cover all possibilities.
	3. Make sure that some items overlap.
	4. Use familiar terminology, but ensure that items are distinct from one another.
2. Menus with simple yes/no, true/false, or male/female choices are called \_\_\_\_\_\_\_\_\_\_.
	1. Binary
	2. Tertiary
	3. Secondary
	4. Simple
3. Expert or frequent users who need quick ways to perform simple tasks benefit from all of the following except \_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. Keyboard shortcuts
	2. The ability to “mouse ahead”
	3. Tear-off menus.
	4. Random presentation sequence.
4. When considering the depth/Breadth tradeoff in menus, studies show that \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. Breadth should be preferred over depth.
	2. Depth should be preferred over breadth.
	3. User experience level is the key factor.
	4. Designers should give users a choice.
5. Which of the following will help alleviate user disorientation when navigating through a menu structure?
	1. Using familiar and consistent terminology
	2. Creating menu shortcuts
	3. Using graphics, fonts, typefaces, or highlighting to indicate menu position
	4. Designing menus to have many deep levels
6. Which of the following is a good idea when designing menus for a small screen device like a phone?
	1. Simplify. Focus on important functions, relegate others to other platforms
	2. Present as many functions as possible
	3. Always sequence menu items in alphabetical order
	4. Don’t worry about learnability.
7. The type of menu that displays all of the menu items on the screen at once but shows only items near the cursor at full size is called a \_\_\_\_\_\_\_\_\_\_\_ menu.
	1. Fisheye
	2. Spatial
	3. Combo
	4. Two-dimentional
8. An alphaslider allows users to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. View menu items in context.
	2. Select one item from a large number of categorical items.
	3. Customize menu views and operations
	4. Reduce the number of required cursor movements
9. Which of the following is not a guideline for good form fill-in design?
	1. Group and sequene of fields logically
	2. Make sure that required fields are clearly marked
	3. Allow users to enter any value in a field
	4. Give immediate feedback about errors
10. Which of the following is an example of a custom direct-manipulation graphical widget?
	1. A drop down menu displaying a series of choices
	2. A group of radio buttons allowing users to vote for a candidate
	3. A series of check boxes allowing users to select information to return in a search
	4. A clickable seating map where users select airplane seats
11. Dialog boxes should \_\_\_\_\_\_\_\_\_\_\_\_.
	1. Be as large as possible to make sure users notice them.
	2. Be small as is reasonable to minimize the overlap and visual disruption.
	3. Be difficult to make disappear.
	4. Blend into the background
12. Ribbons are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. An attempt to replace menus and toolbars with one-inch tabs grouping commands by task.
	2. A type of menu that displays all of the menu items on the screen at once but shows only items near the cursor at full size.
	3. A type of menu that displays the first portion of the menu and an additional menu item, typically an arrow that leads to the next set of items in the menu sequence
	4. Decorative elements of a menu
13. Scrolling menus are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. An attempt to replace menus and toolbars with one-inch tabs grouping commands by task.
	2. A type of menu that displays all of the menu items on the screen at once but shows only items near the cursor at full size.
	3. A type of menu that displays the first portion of the menu and an additional menu item, typically an arrow that leads to the next set of items in the menu sequence.
	4. Another name for adaptive menus.
14. Embedded links \_\_\_\_\_\_\_\_\_\_\_\_\_.
	1. Permit items to be viewed in context .
	2. Are distracting to users.
	3. Waste screen space.
	4. Are useful for expert users.
15. Linear menu sequences \_\_\_\_\_\_\_\_\_\_\_\_.
	1. Are not effective for novice users performing simple tasks.
	2. Guide the user by presenting one decision at a time.
	3. Require more display space than simultaneous menus.
	4. Give users a good overview of the choices.