Fluency with Information Technology 7th edition Snyder Solutions Manual

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Chapter 2: Exploring the Human-Computer Interface

Questions	Answers
Multiple Choice 1. What is a UI? a. update identification b. user identification c. user interface d. update interface 2. Which of the following is not a common computer metaphor a. buttons b. door handles c. menus d. sliders 3. Which of the following is not an instance? a. image b. song file c. word processing document d. menu 4. Computers do a. exactly what you tell them to do b. only what other computers tell them to do c. instructions at random d. everything 5. A good way to learn how to use a new application or piece of software is to a. read the entire manual b. skim through the manual c. call tech support d. click around 6. Each time you paste, what is made of that saved version? a. file b. copy c. type d. replace 7. What key sequence does ^C indicate to the user? a. Ctrl+C or Command+C b. c c. C d. Caps Lock + C 8. When computers went mobile, this	Multiple Choice 1. c 2. b 3. d 4. a 5. d 6. b 7. a 8. d 9. b

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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. perfect reproduction
2. metaphors
3. File
4. digital
5. Edit
6. Hide, edit, restore
7. easy to type, not used anywhere else
8. feedback
9. Xerox Alto
10. consistent

Exercises

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

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consistent interface from both the consumer's and developer's point of view.

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 Hertzsprung 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?

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.

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. Inform the user that the computer is still working, and giving an estimate of how much work remains.
4. 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. The 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.

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	8. The temptation to replace the phrase with the faster-to-type acronym for 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. 9. The touch metaphor refers to an illusion that the user is touching the content of the display; the change was required because it is inconvenient for mobile devices to use a pointing device like a mouse. 10. Desktop metaphor still has advantages in certain situations. 11. Blazing away is a way to experiment with the software and discover what it does and how to use it.

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