



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

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K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Course File

18CS734 – User Interface Design

VII Semester 2023-24

Faculty In-charge

Meena G

Asst. Professor

Dept of Computer Science and Engineering
KS School of Engineering & Management, Bangalore

K. S. SCHOOL OF ENGINEERING AND MANAGEMENT

VISION

To impart quality education in engineering and management to meet technological, business and societal needs through holistic education and research.

MISSION

K.S. School of Engineering and Management shall,

- Establish state-of-art infrastructure to facilitate effective dissemination of technical and Managerial knowledge.
- Provide comprehensive educational experience through a combination of curricular and Experiential learning, strengthened by industry-institute-interaction.
- Pursuesocially relevant research and disseminate knowledge.
- Inculcate leadership skills and foster entrepreneurial spirit among students.

Department of Computer Science and Engineering

VISION

To produce quality Computer Science professional, possessing excellent technical knowledge, skills, personality through education and research.

MISSION

Department of Computer Science and Engineering shall,

- Provide good infrastructure and facilitate learning to become competent engineers who meet global challenges.
- Encourages industry instituteinteraction to give an edge to the students.
- Facilitates experimental learning through interdisciplinary projects.
- Strengthen soft skill to address global challenges.

USER INTERFACE DESIGN
(Effective from the academic year 2018 -2019)
SEMESTER – VII

Course Code	18CS734	CIE Marks	40
Number of Contact Hours/Week	3:0:0	SEE Marks	60
Total Number of Contact Hours	40	Exam Hours	03

CREDITS –3

Course Learning Objectives: This course (18CS734) will enable students to:

- To study the concept of menus, windows, interfaces
- To study about business functions
- To study the characteristics and components of windows and the various controls for the windows.
- To study about various problems in windows design with color, text, graphics and
- To study the testing methods

Module 1

The User Interface-Introduction, Overview, The importance of user interface – Defining the user interface, The importance of Good design, Characteristics of graphical and web user interfaces, Principles of user interface design

Textbook 1: Ch. 1,2

RBT: L1, L2

Contact Hours

08

Module 2

The User Interface Design process- Obstacles, Usability, Human characteristics in Design, Human Interaction speeds, Business functions-Business definition and requirement analysis, Basic business functions, Design standards.

Textbook 1: Part-2

RBT: L1, L2

08

Module 3

System menus and navigation schemes- Structures of menus, Functions of menus, Contents of menus, Formatting of menus, Phrasing the menu, Selecting menu choices, Navigating menus, Kinds of graphical menus.

Textbook 1: Part-2

RBT: L1, L2

08

Module 4

Windows - Characteristics, Components of window, Window presentation styles, Types of window, Window management, Organizing window functions, Window operations, Web systems, Characteristics of device based controls.

Textbook 1: Part-2

RBT: L1, L2

08

Module 5

Screen based controls- Operable control, Text control, Selection control, Custom control, Presentation control, Windows Tests-prototypes, kinds of tests.

Textbook 1: Part-2

RBT: L1, L2

08

Course Outcomes: The student will be able to :

- Design the User Interface, design, menu creation, windows creation and connection between menus and windows

Question Paper Pattern:

- The question paper will have ten questions.
- Each full Question consisting of 20 marks

- There will be 2 full questions (with a maximum of four sub questions) from each module.
- Each full question will have sub questions covering all the topics under a module.
- The students will have to answer 5 full questions, selecting one full question from each module.

Textbooks:

1. Wilbert O. Galitz, "The Essential Guide to User Interface Design", John Wiley & Sons, Second Edition 2002.

Reference Books:

1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998.
2. Alan Cooper, "The Essential of User Interface Design", Wiley- Dream Tech Ltd., 2002



K. S. SCHOOL OF ENGINEERING AND MANAGEMENT
BENGALURU-560109
TENTATIVE CALENDAR OF EVENTS: VII ODD SEMESTER (2023-2024)
SESSION: SEP 2023 TO JAN 2024

Week No.	Month	Day						Days	Activities
		Mon	Tue	Wed	Thu	Fri	Sat		
1	SEP	11*	12	13	14	15	16*H	5	11*-Commencement of VII sem
2	SEP	18H	19	20	21	22	23	5	18-Varasiddhi Vinayaka Vrata 23-Monday Time Table
3	SEP	25	26	27	28H	29	30	5	28-Eid-Milad 30-Thursday Time Table
4	OCT	2H	3	4	5	6	7H	4	2-Gandhi Jayanthi
5	OCT	9	10	11	12	13 TA	14H	5	14- Mahalaya Amavasya
6	OCT	16 T1	17 T1	18 T1	19	20	21H	5	
7	OCT	23H	24H	25 BV	26 ASD	27 *FFB1	28	4	23-Mahunavami, Ayudhapooja 24- Vijayadashami 27-First Faculty Feed Back 28 - Monday Time Table
8	OCT/NOV	30	31	1H	2	3	4H	4	1-Kannada Rajyotsava
9	NOV	7	8	9	10	11		6	11-Wednesday Time Table
10	NOV	14H	15	16	17 TA	18H		4	14-Balipadyami, Deepavali
11	NOV	21	22	23 T2	24 T2	25 T2		6	
12	NOV/DEC	27	28 BV	29 ASD	30H	1*FFB2	2H	4	30-Kanakadasa Jayanti 1 - Second Faculty Feed Back
13	DEC	4	5	6	7	8	9	6	9- Tuesday Time Table
14	DEC	11	12	13	14	15	16H	5	
15	DEC	18	19	20	21	22	23 TA	6	23- Monday Time Table
16	DEC	25 H	26 T3	27 T3	28 T3	29 T3	30 T3	5	25- Christmas
17	JAN	1 T	2 T	3 T	4	5	6H	5	6* - Last Working day

Total No of Working Days : 84

Total Number of working days (Excluding holidays and Tests)=70

H	Holiday
BV	Book Verification
T1, T2, T3	Tests 1, 2, 3
ASD	Attendance & Seasonal Discrepancy
H	Official Holiday
T1	Test 1
TA	Test Attendance

Monday	14
Tuesday	13
Wednesday	14
Thursday	14
Friday	15
Total	70

Dr. K. RAMA NARASIMHA
 Principal/Director
 K S School of Engineering and Management
 Bengaluru - 560 109



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU-560109
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
SESSION: 2023-2024 (ODD SEMESTER)
CLASS TIME TABLE
 (w.e.f. 13/9/2023)

Class: VII CSE 'B'

Lecture Hall: LH- 504

Class Teacher: Mrs. Supriya Surseh

DAY	8.40-9.35	9.35-10.30	10.30-10.45	10.45 -11.40	11.40-12.35	12.35-1.20	1.20 -2.10	2.10-3.00	3.00-3.50
MONDAY	(G3)PWP I Lab/(G6)AIML Lab				CRGY (18CS744)	L U N C H B R E A K	AI & ML (18CS71)	BDA (18CS72)	UID (18CS734)
TUESDAY	AI & ML (18CS71)	BDA (18CS72)	B T R E E A A K	UID (18CS734)	E&E (18ME751)		(G4) PWP I Lab/(G1)AIML Lab		
WEDNESDAY	AI & ML (18CS71)	UID (18CS734)		BDA (18CS72)	E&E (18ME751)		(G6)PWP I Lab/(G3)AIML Lab		
THURSDAY	(G2) PWP I Lab/(G5)AIML Lab				E&E (18ME751)		CRGY (18CS744)	BDA (18CS72)	AI & ML (18CS71)
FRIDAY	(G1) PWP I Lab/ (G4)AIML Lab				CRGY (18CS744)		(G5) PWP I Lab/ (G2)AIML Lab		
SATURDAY	AS PER CALENDAR OF EVENTS								
CODE	SUBJECT				HOURS /WEEK	STAFF			
18CS71	Artificial Intelligence and Machine Learning				4	Mrs.Nagaveni B Nimbal			
18CS72	Big Data Analytics				4	Mrs.Supriya Suresh			
18CS734	User Interface Design				3	Mrs. Meena G			
18CS744	Cryptography				3	Mrs. Nita Meshram			
18ME751	Energy and Environment				3	Mr. Parashuram			
18CSL76	Artificial Intelligence and Machine Learning Laboratory				3	Mrs. Nagaveni B Nimbal Mrs.Bellit T			
18CSP77	Project Work Phase -I				3	Mrs.Supriya Suresh Mrs.Meena G			

[Signature]
Time-table Coordinator

[Signature]
Head of the Department
Department of Computer Engineering
K.S School of Engineering & Management
Bangalore-560109

[Signature]
Principal
Dr. K. RAMA NARASIMHA
Principal/Director
K S School of Engineering and Management
Bangalore - 560 109



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU-560109

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

(w. e. f 13-09-2023)

INDIVIDUAL TIME TABLE

Class: VII B & V B

Faculty Name: Mrs. Meena G

DAY	8.40-9.35	9.35-10.30	10.30 -10.45	10.45 -11.40	11.40-12.35	12.35-1.20	1.20 -2.10	2.10-3.00	3.00-3.50
MONDAY	(G3)PWP I Lab				RMIP (V B)	LUNCH BREAK			UID (VII B)
TUESDAY	RMIP (V B)		TEA BREAK	UID (VII B)			(G4) PWP I Lab		
WEDNESDAY	UID (VII B)				RMIP (V B)		(G6)PWP I Lab		
THURSDAY	(G2) PWP I Lab			RMIP (V B)					
FRIDAY	(G1) PWP I Lab						(G5) PWP I Lab		
SATURDAY	AS PER CALENDAR OF EVENTS								
CODE	SUBJECT				Hours /Week	Mrs. Meena G			
18CS734	User Interface Design				3				
21XX56	Research Methodology & Intellectual Property Rights				4				
18CSP77	Project Work Phase -I				9				

Time-table Coordinator

Head of the Department
HOD
Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560109

Principal
Dr. K. RAMA NARASIMHA
Principal/Director
K S School of Engineering and Managem
Bengaluru - 560 109



K. S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU -560 019

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024 (ODD SEMESTER)

VII Semester - B Student List

Sl. No.	USN	Name of the Student
1	1KG20CS061	M ROHINI
2	1KG20CS062	M YASASWANI CHOWDARY
3	1KG20CS063	MEGHANA M
4	1KG20CS064	MOHAMMED YASEEN
5	1KG20CS065	MOHAMMED ZAYED PASHA
6	1KG20CS066	MONALI B PIPALIYA
7	1KG20CS067	MONISHA M
8	1KG20CS068	NAGENDRA B N
9	1KG20CS069	NANDAN KUMAR N
10	1KG20CS070	NANDINI M N
11	1KG20CS071	NANDINI V
12	1KG20CS072	NAVEEN V
13	1KG20CS073	NIKHIL K H
14	1KG20CS074	NISCHITHA M
15	1KG20CS075	NISHA M
16	1KG20CS076	NISHMITHA R
17	1KG20CS077	NITESH A
18	1KG20CS078	NITHYA A
19	1KG20CS079	NITHYA K
20	1KG20CS080	PRATHIPATI HARSHITHA
21	1KG20CS081	PRAJWAL GOWDA M
22	1KG20CS082	PRAJWAL R
23	1KG20CS083	PREETHAM N N
24	1KG20CS084	PRERANA KUMARI
25	1KG20CS085	PRITHVIRAJ SANJAY CHAVAN
26	1KG20CS086	RAHUL B M
27	1KG20CS087	RAJATH K
28	1KG20CS088	RAKSHITHA A
29	1KG20CS089	RAKSHITHA H C
30	1KG20CS090	RAKSHITHA R
31	1KG20CS091	RANJITH KUMAR G D
32	1KG20CS092	RANJITHA A M A
33	1KG20CS093	ROSHAN KUMAR L
34	1KG20CS094	S DINESH
35	1KG20CS095	SAGAR NAIDU N
36	1KG20CS096	SAHANA H S
37	1KG20CS097	SAHANA S HEGDE
38	1KG20CS098	SAMYUKTHA MADHAV B
39	1KG20CS099	SHREYA S
40	1KG20CS100	SHRUTHI M
41	1KG20CS101	SIDAPARA NANCY ARVINDKUMAR

42	1KG20CS102	SIDDHARTH GANESAN
43	1KG20CS103	SRI RAKSHA
44	1KG20CS104	SUCHITHA R
45	1KG20CS105	SUCHITHRA M B
46	1KG20CS106	SUJAY C L
47	1KG20CS107	SUMANTH G G
48	1KG20CS108	SWETHA M
49	1KG20CS109	THANUSHREE R
50	1KG20CS110	TRIPURANENI VYSHNAVI
51	1KG20CS111	V YASHWANTH NAIDU
52	1KG20CS112	VADIRAJ
53	1KG20CS113	VAISHNAVI N BHAT
54	1KG20CS114	VANDITHA
55	1KG20CS115	VAPALAPATI LAXMI PRIYA
56	1KG20CS116	VELURU BHANUPRASAD
57	1KG20CS117	VENKATESHA D J
58	1KG20CS118	VIBHA M
59	1KG20CS119	VIJAYALAKSHMI D
60	1KG20CS120	VIKRAMA C
61	1KG20CS121	VINAY A
62	1KG20CS122	VISHWANATH VIVEK M
63	1KG20CS123	YASHITHA T
64	1KG20CS124	YASHWANTH B
65	1KG17CS072	SANJANA URS D



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

NAME OF THE STAFF : Mrs. Meena G
SUBJECT CODE/TITLE : 18CS734 / User Interface Design
SEMESTER/SEC/YEAR : VII/B/2021
ACADEMIC YEAR : 2023-2024

Sl. No.	Topic to be covered	Mode of Delivery	Teaching Aid	No. of Periods	Cumulative No. of Periods	Proposed Date	Engaged Date
MODULE-1: The User Interface							
1	Introduction	L+D	BB+LCD	1	1	11.09.2023	11/9/23
2	Overview of UID	L+D	BB+LCD	1	2	12.09.2023	12/9/23
3	The importance of user interface	L+D	BB+LCD	1	3	13.09.2023	19/9/23
4	The importance of user interface	L+D	BB+LCD	1	4	19.09.2023	23/9/23
5	Defining the user interface	L+D	BB+LCD	1	5	20.09.2023	25/9/23
6	The importance of good design	L+D	BB+LCD	1	6	23.09.2023	26/9/23
7	Characteristics of graphical and web user interfaces.	L+D	BB+LCD	1	7	25.09.2023	27/9/23
8	Principles of user interface Design	L+D	BB+LCD	1	8	26.09.2023	3/10/23
MODULE-2: The User Interface Design process							
9	Obstacles, Usability.	L+D	BB+LCD	1	9	27.09.2023	4/10/23
10	Human characteristics in Design	L+D	BB+LCD	1	10	03.10.2023	9/10/23
11	Human Interaction speeds	L+D	BB+LCD	1	11	04.10.2023	10/10/23
12	Business functions-Business definition and requirement analysis	L+D	BB+LCD	1	12	09.10.2023	12/10/23
13	Continuation of requirement analysis	L+D	BB+LCD	1	13	10.10.2023	12/10/23
14	Basic business functions	L+D	BB+LCD	1	14	11.10.2023	25/10/23

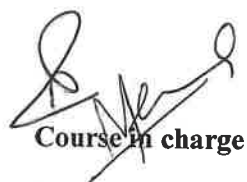
15	Design standards.	L+D	BB+LCD	1	15	25.10.2023	26/10/23
16	Continuation of Design standards.	L+D	BB+LCD	1	16	28.10.2023	28/10/23
MODULE-3: System menus and navigation schemes							
17	System menus and navigation schemes	L+D	BB+LCD	1	17	30.10.2023	6/11/23
18	Structures of menus	L+D	BB+LCD	1	19	31.10.2023	8/11/23
19	Functions of menus	L+D	BB+LCD	1	19	06.11.2023	9/11/23
20	Contents of menus	L+D	BB+LCD	1	20	07.11.2023	10/11/23
21	Formatting of menus	L+D	BB+LCD	1	21	08.11.2023	11/11/23
22	Phrasing the menu	L+D	BB+LCD	1	22	11.11.2023	15/11/23
23	Selecting menu choices	L+D	BB+LCD	1	23	13.11.2023	20/11/23
24	Navigating menus, Kinds of graphical menus.	L+D	BB+LCD	1	24	15.11.2023	20/11/23
MODULE-4: Windows							
25	Windows –Characteristics	L+D	BB+LCD	1	25	20.11.2023	21/11/23
26	Components of window	L+D	BB+LCD	1	26	21.11.2023	22/11/23
27	Window presentation styles	L+D	BB+LCD	1	27	22.11.2023	27/11/23
28	Types of windows	L+D	BB+LCD	1	28	27.11.2023	28/11/23
29	Window management,	L+D	BB+LCD	1	29	28.11.2023	29/11/23
30	Organizing window functions, Window operations,	L+D	BB+LCD	1	30	29.11.2023	4/12/23
31	Web systems,	L+D	BB+LCD	1	31	04.12.2023	5/12/23
32	Characteristics of device-based controls.	L+D	BB+LCD	1	32	05.12.2023	6/12/23
MODULE- 5: Screen Based Control							
33	Screen based controls	L+D	BB+LCD	1	33	06.12.2023	9/12/23
34	Operable control	L+D	BB+LCD	1	34	09.12.2023	09/12/23
35	Text control	L+D	BB+LCD	1	35	11.12.2023	23/12/23
36	Selection control	L+D	BB+LCD	1	36	12.12.2023	23/12/23
37	Custom control	L+D	BB+LCD	1	37	13.12.2023	1/1/24
38	Presentation control	L+D	BB+LCD	1	38	18.12.2023	1/1/24
39	Windows Tests-prototypes	L+D	BB+LCD	1	39	19.12.2023	2/1/24
40	Kinds of tests.	L+D	BB+LCD	1	40	20.12.2023	2/1/24

41	Revision	L+D	BB+LCD	0	40	23.12.2023	31/24
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Total No. of Lecture Hours = 40hrs.

Total No. of Revision Hours = 01hrs.

Total No. of Tutorial Hours= 00


Course in charge


Head of the Department

HOD
Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560109

Principal



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

QUESTION BANK -1

Subject: 18CS734 – USER INTERFACE DESIGN

Module 1

1. Define user interface. Explain the important benefits of a good design. Compare the characteristics of GUI versus web design.
2. Demonstrate the concept of direct and indirect manipulation for graphical systems.
3. Discuss the general principles of user interface design (any 10).
4. List and explain the characteristics of GUI.
5. List and explain the characteristics of web design

Module 2

6. Outline various factors of user interface design that needs to be considered by human interaction designers.
7. Explain the objective criteria for measuring usability.
8. Explain in detail the important human characteristics in user interface design (any 8).
9. Explain the techniques for determining the user requirements using indirect method.
10. Discuss the characteristics of intranet and internet and bring out the differences between them
11. Define object in a graphical system. Differentiate between application and data orientation.
12. List and explain the pitfalls in the development path of design process.
13. Explain few significant direct techniques for determining business requirements
14. "Human are complex organisms with a variety of attributes that have an important influence on interface and screen design ". Justify and explain.



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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

QUESTION BANK - 2

Subject: 18CS734 – USER INTERFACE DESIGN

Module 3

1. Explain the system training with an example.
2. Documentation design.
3. Types of determining business requirement techniques
4. Explain the guidelines for designing the conceptual model.
5. The requirement collection guidelines
6. Explain the general steps for business function.
7. Define Business function and explain the types of determine basic business function.
8. Three types of design support and Implementation.
9. Explain the functions of menus.
10. The advantages and disadvantages of menu bar.
11. The structure of menus with examples.
12. The various ways in which menu items can be selected.



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2022-2023(ODD SEMESTER)

QUESTION BANK -3

Subject: 18CS734 – USER INTERFACE DESIGN

Module 4:

1. **Explain** the general guidelines followed in designing window operations.
2. **Define** primary and secondary window .**Discuss** the characteristics of same.
3. How to organize window presentation style. **Draw** the styles and explain.
4. **Discuss** overlapping and tiled window presentation style.
5. **Explain** Window Organization. IMPROVEMENT
6. **Explain** any five Window Operations
7. **Explain** the characteristics and capabilities of following device-based controls

- a) Trackball
- b) Joystick
- c) Graphic tablet
- d) Touch screen
- e) Mouse

Module 5:

1. **Explain** slider and tree view operable controls with advantages and disadvantages.
2. **Discuss** various types window test prototypes used in user interface design.
3. **Discuss** heuristic evaluation and cognitive walk through test conducted in user interface design.
4. **Explain** list box selection control
5. Briefly **explain** different kinds of test.
6. **Discuss** Single-Line and Multiple-Line Text Boxes
7. Explain Radio Buttons and Check Boxes in selection control
8. **Summarize** Static Text Field Guidelines
9. **Outline** Column Headings in presentation controls.



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CO PO-Mapping

Course: USER INTERFACE DESIGN			
Type: Elective		Course Code: 18CS734	
No of Hours			
Theory (Lecture Class)	Practical/Field Work/Allied Activities	Total/Week	Total teaching hours
3	0	3	40
Marks			
Internal Assessment	Examination	Total	Credits
40	60	100	3
Aim/Objectives of the Course			
1. To study the concept of menus, windows, interfaces. 2. To study about business functions. 3. To study the characteristics and components of windows and the various controls for the windows. 4. To study about various problems in window design with text, graphics. 5. To study the testing methods.			
Course Learning Outcomes			
After completing the course, the students will be able to			
CO1	Summarize the importance of user interface, characteristics of graphical system, web user interface and its principles.		Understanding (K2)
CO2	Demonstrate user interface design process and utilize the business functions.		Understanding (K2)
CO3	Explain different types of system menu and navigation schemes.		Understanding (K2)
CO4	Discuss the different presentation styles, device based and screen- based controls in user interface design.		Understanding (K2)
CO5	Outline kinds of test, retest, and visualize various aspects of screen - based control.		Understanding (K2)
Syllabus Content			
Module 1: The User Interface-Introduction, Overview, the importance of user interface - Defining the user interface, The importance of good design, Characteristics of graphical and web user interfaces, Principles of user interface design LO: At the end of this session the student will be able to 1. Explain the characteristics of GUI. 2. Compare and contrast GUI and web interface design. 3. Explain the general principles of UID.			CO1 8 hrs PO1-2 PO2-2 PO3-2 PO5 -3 PO6 -2 PO8 -1

4. Mention the advantages & disadvantages of GUI in detail.	PO9-1 PO10-1 PO12-1 PSO1-3 PSO2-2
Module 2: The User Interface Design process- Obstacles, Usability, Human characteristics in Design, Human Interaction speeds, Business functions-Business definition and requirement analysis, Basic business functions, Design standards. LO: At the end of this session the student will be able to <ol style="list-style-type: none"> 1. Explain the usefulness of user interface design process 2. Explain the challenges of user interface design process 3. Explain the human characteristics in design. 4. Explain the speed of human interaction. 5. Explain direct and indirect methods in requirement analysis. 	CO2 8 hrs PO1-2 PO2-2 PO3-2 PO5 -3 PO6 -2 PO8 -1 PO9-1 PO10-1 PO12-1 PSO1-3 PSO2-2
Module 3 System menus and navigation schemes- Structures of menus, Functions of menus, Contents of menus, Formatting of menus, Phrasing the menu, selecting menu choices, Navigating menus, Kinds of graphical menus. LO: At the end of this session the student will be able to <ol style="list-style-type: none"> 1. Explain the guidelines for formatting menus. 2. Explain structure of menus. 3. Explain the content of menu. 4. What are the advantages of menu bar 5. Explain the kinds of graphical menus. 	CO3 8 hrs PO1-2 PO2-2 PO3-2 PO5 -3 PO6 -2 PO8 -1 PO9-1 PO10-1 PO12-1 PSO1-3 PSO2-2
Module 4: Windows - Characteristics, Components of window, Window presentation styles, Types of windows, Window management, organizing window functions, Window operations, Web systems, Characteristics of device-based controls. LO: At the end of this session the student will be able to <ol style="list-style-type: none"> 1. Explain the types and components of windows. 2. Give short notes on windows presentation styles. 3. Explain various window management techniques. 4. Explain briefly about various device-based controls. 	CO4 8 hrs PO1-2 PO2-2 PO3-2 PO5 -3 PO6 -2 PO8 -1 PO9-1 PO10-1 PO12-1 PSO1-3 PSO2-2

<p>Module 5: Screen based controls- Operable control, Text control, Selection control, Custom control, Presentation control, Windows Tests-prototypes, kinds of tests.</p> <p>LO: At the end of this session the student will be able to</p> <ol style="list-style-type: none"> 1. Discuss about screen-based selection controls. 2. Explain different tests and retest on windows layout. 3. Explain the prototypes of test that can done in UID. 	<p>CO5 8 hrs</p> <p>PO1-2 PO2-2 PO3-2 PO5 -3 PO6 -2 PO8 -1 PO9-1 PO10-1 PO12-1 PSO1-3 PSO2-2</p>
<p>Text Books</p> <ol style="list-style-type: none"> 1. Wilbert O. Galitz, "The Essential Guide to User Interface Design", John Wiley & Sons, Second Edition 2002. 	
<p>Reference Books (specify minimum two foreign authors text books)</p> <ol style="list-style-type: none"> 1. Ben Sheiderman, "Design the User Interface", Pearson Education, 1998. 2. Alan Cooper," The Essential of User Interface Design", Wiley- Dream Tech Ltd.,2002 	
<p>Useful Websites</p> <ol style="list-style-type: none"> 1. https://www.usability.gov/what-and-why/user-interface-design.html 2. https://careerfoundry.com/en/blog/ui-design/what-is-ui-design-guide/ 3. https://pidoco.com/en/help/ux/user-interface-design 4. https://www.coursera.org/specializations/user-interface-design 	
<p>Useful Journals</p> <ol style="list-style-type: none"> 1. https://www.ripublication.com/ijaer17/ijaerv12n20_96.pdf 2. https://www.tandfonline.com/doi/abs/10.1207/s15327051hci0104_2 	
<p>Teaching and Learning Methods</p> <ol style="list-style-type: none"> 1. Lecture class: 40 hrs 2. Revision classes: 01hrs 	
<p>Assessment</p> <p>Type of test/examination: Written examination</p> <p>Continuous Internal Evaluation(CIE) : 40 marks (Average of three tests will be considered)</p> <p>Semester End Exam(SEE): 100 marks (students have to answer all main questions) which will be reduced to 60 Marks.</p> <p>Test duration: 1 :30 hrs</p> <p>Examination duration: 3 hrs</p>	

CO to PO Mapping

PO1: Science and engineering Knowledge
PO2: Problem Analysis
PO3: Design & Development
PO4: Investigations of Complex Problems
PO5: Modern Tool Usage
PO6: Engineer & Society


PO7: Environment and Society
PO8: Ethics
PO9: Individual & Team Work
PO10: Communication
PO11: Project Management & Finance
PO12: Lifelong Learning

PSO1: Understand fundamental and advanced concepts in the core areas of Computer Science and Engineering to analyze, design and implement the solutions for the real-world problems.

PSO2: Utilize modern technological innovations efficiently in various applications to work towards the betterment of society and solve engineering problems.

CO	PO	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2
18CS734	K-level														
CO1	K2	2	2	2	-	3	2	-	1	1	1	-	1	3	2
CO2	K2	2	2	2	-	3	2	-	1	1	1	-	1	3	2
CO3	K2	2	2	2	-	3	2	-	1	1	1	-	1	3	2
CO4	K2	2	2	2	-	3	2	-	1	1	1	-	1	3	2
CO5	K2	2	2	2	-	3	2	-	1	1	1	-	1	3	2


Course In charge


Head of the Department
 Department of Computer Science Engineering
 K.S School of Engineering & Management
 Bangalore-560109

Principal



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

ASSIGNMENT-1

Batch	2020
Year/Semester/Section	IV/VII/A&B
Course Code-Title	18CS734 –USER INTERFACE DESIGN
Name of the Course In charge	Mrs.AMITHA S & Mrs.Meena G

Total marks:15				
Date of Issue: 09-10-2023		Date of Submission:15-10-2023		
Sl. No.	Assignment Questions	K Level	CO	Marks
1.	a. Define User Interface Design. Explain the importance of good design. b. Compare the characteristics of GUI verses Web design	Understanding K2	CO1	2
2.	Outline the advantages and disadvantages of graphical system.	Understanding K2	CO1	2
3.	a. Compare Printed Pages Vs Web pages. b. Summarize the interaction styles.	Understanding K2	CO1	2
4.	Discuss the principles of user interface design process.	Understanding K2	CO1	2
5.	Differentiate the concept of indirect manipulation and Direct manipulation.	Understanding K2	CO1	2
6.	Explain the five commandments to eliminate the pitfalls in designing the interface.	Understanding K2	CO2	1
7.	Write a note about human interaction speeds.	Understanding K2	CO2	1
8.	Discuss in detail the important human characteristics in user interface design.	Understanding K2	CO2	1
9.	Interpret techniques for determining user requirements using direct method.	Understanding K2	CO2	1
10.	Discuss the guidelines for designing conceptual model.	Understanding K2	CO2	1

[Signature]
Course In charge
9/10/23

[Signature]
Head of the Department
HOD

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Bangalore-560109



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

ASSIGNMENT-2

Batch	2020
Year/Semester/Section	IV/VII/A&B
Course Code-Title	18CS734 –USER INTERFACE DESIGN
Name of the Course In charge	Mrs.AMITHA S & Mrs.MEENA G

Date of Issue: 15-11-2023		Date of Submission:20-11-2022		Total marks:15	
Sl. No.	Assignment Questions	K Level	CO	Marks	
1.	Explain the followings (a) Document design (b) System training (c) Documentation needs	Understanding K2	CO2	1	
2.	Outline guidelines that must be followed during detailed interface design that are valuable to user and developers.	Understanding K2	CO2	1	
3.	Write a note on Visually Pleasing Composition.	Understanding K2	CO2	1	
4.	a. Outline the guidelines for designing conceptual models. b. Explain factors make people difficult to use the computer?	Understanding K2	CO2	1	
5.	Discuss design standards Or style guides.	Understanding K2	CO2	1	
6.	a. Explain the structure of menu. b. Discuss elements of menu content.	Understanding K2	CO3	2	
7.	a. Explain the various ways in which menu items can be selected. b. List and explain the functions of menu bar.	Understanding K2	CO3	2	
8.	a. Outline guidelines for formatting menus. b. List and explain navigational goals of a well-defined navigational system.	Understanding K2	CO3	2	
9.	a. Discuss the components of web navigation system. b. List all kinds of graphical menu and explain in details.	Understanding K2	CO3	2	
10.	a. Illustrate about the web navigation problems. b. Discuss general link guidelines.	Understanding K2	CO3	2	

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K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BENGALURU - 560109

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SESSION: 2023-2024(ODD SEMESTER)

ASSIGNMENT-3

Batch	2020
Year/Semester/Section	IV/VII/A&B
Course Code-Title	18CS734 –USER INTERFACE DESIGN
Name of the Course In charge	Mrs.AMITHA S & Mrs.MEENA G

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ASSIGNMENT-3			Date of Submission:26-12-2022	
Date of Issue: 19-12-2023			Total marks:20	
Sl. No.	Assignment Questions	K Level	CO	Marks
1.	a. List the Components of a window and explain its importance. b. Discuss the characteristics of Window.	Understanding K2	CO4	2
2.	Explain different window management schemes.	Understanding K2	CO4	2
3.	a. Discuss the advantage s and disadvantage of Fames in web system. b. Illustrate the window Presentation Style.	Understanding K2	CO4	2
4.	Outline the functions of organizing window.	Understanding K2	CO4	2
5.	c. Write a note on all the device based controls. b. Discuss the guideline for selecting proper device base control.	Understanding K2	CO4	2
6.	a. Summarize any five Selection Controls. b.Explain the following i)Toolbars ii) Command buttons.	Understanding K2	CO5	2
7.	a.List and explain any 3 presentation control. b. Write a note on the following text based control i). Text box ii). Caption	Understanding K2	CO5	2
8.	Write a note on the following i). selecting the proper controls ii)Other operable controls.	Understanding K2	CO5	2
9.	a. Explain the kinds of Tests in detail. b. Define operable control. Explain the usage of buttons and its advantages and disadvantages.	Understanding K2	CO5	2
10.	a. Write a note on think-aloud-Evaluation and Usability Test. b. Summarize the purpose of prototypes. Discuss any two kinds of prototypes with their importance to the system developers.	Understanding K2	CO5	2

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K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SESSION: 2023-2024 (ODD SEMESTER)
I SESSIONAL TEST QUESTION PAPER
SET-A

Degree : B.E
 Branch : Computer Science and Engineering
 Course Title : User Interface Design
 Duration : 90 Minutes

USN									
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Semester : VII A&B
 Course Code : 18CS734
 Date : 17/10/2023
 Max Marks : 30

Note: Answer ONE full question from each part.

Q No.	Question	Marks	K-Level	CO mapping
PART-A				
1(a)	Define User Interface Design. Outline the important benefits of a good design.	5	Understanding K2	CO1
(b)	Discuss the principles of user interface design process (Any 5)	5	Understanding K2	CO1
(c)	Summarize the five commandments to eliminate the pitfalls in designing the interface.	5	Understanding K2	CO2
OR				
2(a)	Explain the advantages of graphical system.	5	Understanding K2	CO1
(b)	Summarize the concept of Direct manipulation.	5	Understanding K2	CO1
(c)	Interpret the common usability problem in web-based system.	5	Understanding K2	CO2
PART-B				
3(a)	List and explain the characteristics of GUI.	5	Understanding K2	CO1
(b)	Write a note on Web Pages vs Printed Pages.	5	Understanding K2	CO1
(c)	Summarize briefly about human interaction speeds.	5	Understanding K2	CO2
OR				
4(a)	Define Usability. Explain the objective criteria for measuring usability.	5	Understanding K2	CO1
(b)	Illustrate the concept of indirect manipulation.	5	Understanding K2	CO1
(c)	Explain in detail the important human characteristics in user interface design.	5	Understanding K2	CO2

Course Incharge

HOD CSE
 HOD

IQAC- Coordinator

Principal

Department of Computer Science Engineering
 K.S School of Engineering & Management
 Bangalore-560109

Dr. K. RAMA NARASIMHA
 Principal/Director
 K S School of Engineering and Management
 Bengaluru - 560 109



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SESSION: 2023-2024 (ODD SEMESTER)
II SESSIONAL TEST QUESTION PAPER
SET-A

USN									
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Degree : B.E
 Branch : Computer Science and Engineering
 Course Title : User Interface Design
 Duration : 90 Minutes

Semester : VII A&B
 Course Code : 18CS734
 Date : 24/11/2023
 Max Marks : 30

Note: Answer ONE full question from each part.

Q No.	Question	Marks	K-Level	CO mapping
PART-A				
1(a)	Summarize the system training with an example.	5	Understanding K2	CO2
(b)	Explain any 5 guidelines for formatting menus.	5	Understanding K2	CO3
(c)	List and illustrate the functions of menu bar.	5	Understanding K2	CO3
OR				
2(a)	List the 2 types of determining business requirement techniques and summarize any one in brief.	5	Understanding K2	CO2
(b)	Outline the advantages and disadvantages of menu bar?	5	Understanding K2	CO3
(c)	List and explain navigational goals of a well-defined navigational system.	5	Understanding K2	CO3
PART-B				
3(a)	Explain the guidelines for designing the conceptual model.	5	Understanding K2	CO2
(b)	Summarize hierarchical menus and connected menus.	5	Understanding K2	CO3
(c)	Discuss the various ways in which menu items can be selected.	5	Understanding K2	CO3
OR				
4(a)	Discuss the requirement collection guidelines.	5	Understanding K2	CO2
(b)	Outline all kinds of graphical menus and explain any 3 in detail.	5	Understanding K2	CO3
(c)	Write a note on popup menu.	5	Understanding K2	CO3

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 K.S School of Engineering & Management
 Bangalore-560109

Dr. K. RAMA NARASIMHA
 Principal/Director
 KS School of Engineering and Management
 Bengaluru - 560 109



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE - 560109
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SESSION: 2023-2024 (ODD SEMESTER)
III SESSIONAL TEST QUESTION PAPER
SET-A

USN

Degree : B.E
Branch : Computer Science and Engineering
Course Title : User Interface Design
Duration : 90 Minutes

Semester : VII A&B
Course Code : 18CS734
Date : 27/12/2023
Max Marks : 30

Note: Answer ONE full question from each part.

Q No.	Question	Marks	K-Level	CO mapping
PART-A				
1(a)	List and explain the Components of a window.	5	Understanding K2	CO4
(b)	Write a note on Device based control.	5	Understanding K2	CO4
(c)	Summarize any five Selection Controls.	5	Understanding K2	CO5
OR				
2(a)	Discuss the advantage s and disadvantage of Fames in web system.	5	Understanding K2	CO4
(b)	List different window management schemes and explain any one in detail.	5	Understanding K2	CO4
(c)	List and explain any 3 presentation control.	5	Understanding K2	CO5
PART-B				
3(a)	Illustrate the window Presentation Style.	5	Understanding K2	CO4
(b)	Summarize the different types of window with an example.	5	Understanding K2	CO4
(c)	Define operable control. Explain the usage of buttons and its advantages and disadvantages.	5	Understanding K2	CO5
OR				
4(a)	Illustrate the characteristics and capabilities of following device-based controls i)Graphic tablet ii)Touch screen\	5	Understanding K2	CO4
(b)	List and eexplain any 4 Window Operations.	5	Understanding K2	CO4
(c)	Discuss any two kinds of prototypes with its importance to the system developers.	5	Understanding K2	CO5

Course Incharge

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Principal

Principal / Director

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Bangalore-560 062

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K.S. School of Engineering & Management
Bangalore-560109

CBCS SCHEME

USN

1 A G 2 0 C S 2 0 9

18CS734

Seventh Semester B.E. Degree Examination, Dec.2023/Jan.2024 User Interface Design

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Define GUI. Write the difference between GUI and webpage design. (10 Marks)
b. Define user interface Design with example. Explain the importance and benefits of Good user Interface Design. (10 Marks)

OR

- 2 a. Discuss the general principles of UID. (10 Marks)
b. Mention the advantages and disadvantages of GUI in details. (10 Marks)

Module-2

- 3 a. What is requirement analysis? What are the methods involved in it? What is the impact of it on UI design? (10 Marks)
b. Define obstacles and pitfalls mention the general observation of design and common pitfalls and also explain five commandments used in Designing. (10 Marks)

OR

- 4 a. Explain the importance of human consideration in UI design with suitable example. (10 Marks)
b. Explain briefly about human interaction speed. (10 Marks)

Module-3

- 5 a. Explain in brief the structure of Menu's. (10 Marks)
b. Describe the components of a web navigation system with illustration. (10 Marks)

OR

- 6 a. Write a note on Graphical menus for the following
i) Pull down menu
ii) Pop up menu (10 Marks)
b. Describe at least four guidelines to be followed in phasing of menu, during the development of system menus. (10 Marks)

Module-4

- 7 a. Discuss briefly about the types of windows with example. (Any five) (10 Marks)
b. Write a note on the following
i) Track ball
ii) Joystick (10 Marks)

OR

- 8 a. Explain briefly about window management. (10 Marks)
b. Write a note on components of a windows. (10 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice.

Module-5

- 9 a. Explain briefly the following selection control
- i) Radio buttons
 - ii) Checkboxes
- (10 Marks)
- b. Explain the purpose of prototypes. Discuss any two kinds of prototypes with their importance to the system developers.
- (10 Marks)

OR

- 10 a. Explain the following with respect to kinds of Tests.
- i) Think – Aloud Evaluation
 - ii) Usability Test
- (10 Marks)
- b. Explain the types of presentation control.
- (10 Marks)

CBCS SCHEME

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18CS734

Seventh Semester B.E. Degree Examination, July/August 2022
User Interface Design

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Define User Interface. Describe a good design benefits. (06 Marks)
- b. List and discuss any ten advantages of graphical system. (10 Marks)
- c. Explain the concept of direct manipulation for graphical system. (04 Marks)

OR

- 2 a. List and discuss the characteristics of graphical user interface in detail. (10 Marks)
- b. Discuss the general principles of User Interface Design. (10 Marks)

Module-2

- 3 a. Briefly explain the five commandments to eliminate the pitfalls in designing the user interface. (10 Marks)
- b. Describe any five important human characteristics in a user interface design. (10 Marks)

OR

- 4 a. Briefly explain a different human interaction speeds. (06 Marks)
- b. List and explain the psychological characteristics of human consideration in design. (04 Marks)
- c. Explain the different business requirements analysis techniques using direct methods. (10 Marks)

Module-3

- 5 a. Explain the structure of menus briefly. (10 Marks)
- b. List and explain the content of menus in detail. (10 Marks)

OR

- 6 a. Describe the function of menus. (05 Marks)
- b. Draw the menus bar with default functions and explain. (05 Marks)
- c. Draw the structure of pull-down menu and explain with its parameters. (10 Marks)

Module-4

- 7 a. List and explain the components of a window. (10 Marks)
- b. How to organize window presentation styles? Draw the styles and explain. (10 Marks)

OR

- 8 a. Define primary windows and secondary windows. Discuss the different characteristics of primary and secondary windows. (10 Marks)
- b. Discuss the various types of device based controls for inputs. (10 Marks)

1 of 2

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
 2. Any revealing of identification, appeal to evaluator and/or equations written eg. 42+8 = 50, will be treated as malpractice.

18CS734

Module-5

- 9 a. Explain the following text based controls:
i) Text-box ii) Captions.
b. Explain the Radio Buttons and list Box selection controls.

(10 Marks)

(10 Marks)

OR

- 10 a. Discuss the various types windows test prototypes used in user interface design. (10 Marks)
b. Explain Heuristic evaluation and cognitive walk-through tests conducted in user interface design. (10 Marks)

Eighth Semester B.E. Degree Examination, July/August 2021

User Interface Design

Times 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions.

- | | | |
|----|--|------------|
| 1 | a. Define User Interface Design. Explain the importance and benefits of a good design. | (08 Marks) |
| | b. Discuss Direct and Indirect Manipulation. | (06 Marks) |
| | c. List the advantages and disadvantages of graphical system. | (06 Marks) |
| 2 | a. Explain the general principles of user interface design. | (08 Marks) |
| | b. Explain the characteristics of graphical user interface. | (06 Marks) |
| | c. Differentiate the characteristics of intranet and internet. | (06 Marks) |
| 3 | a. Write a note on guidelines that must be followed during Interface design that are valuable for user. | (08 Marks) |
| | b. Explain the five commandments in designing for people. | (06 Marks) |
| | c. Write short notes on Human Interaction speed. | (06 Marks) |
| 4 | a. Discuss with suitable examples the human characteristics on design. | (10 Marks) |
| | b. Discuss the models for determining basic business function. | (10 Marks) |
| 5 | a. Explain the structures of Menus in detail. | (10 Marks) |
| | b. Discuss Website Navigation in detail. | (10 Marks) |
| 6 | a. Explain functions of menus. | (08 Marks) |
| | b. Explain any four graphical menus in detail. | (06 Marks) |
| | c. Write notes on :
(i) Formatting of menus (ii) Phrasing the menus. | (06 Marks) |
| 7 | a. Discuss windows presentation styles. | (10 Marks) |
| | b. List the components of windows and explain its importance. | (10 Marks) |
| 8 | a. Write the characteristics of Touch screen and keyboard. | (08 Marks) |
| | b. Discuss the process to select proper interaction devices. | (06 Marks) |
| | c. Compare different GUI controls. | (06 Marks) |
| 9 | a. Write notes on different prototypes used in User Interface Design. | (08 Marks) |
| | b. Discuss presentation controls in detail. | (06 Marks) |
| | c. Write notes on:
(i) Think -Aloud Evaluation.
(ii) Cognitive Walk - Throughs. | (06 Marks) |
| 10 | a. What is the need of usability test? Explain the process involved in developing and conducting a test. | (10 Marks) |
| | b. Write notes on:
(i) Slider (ii) Tree-view (iii) Tabs (iv) Scroll bars. | (10 Marks) |

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(06 Marks)

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Important Note :

1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
2. Any revealing of identification, appeal to evaluator and/or equations written eg, $42+8=50$, will be treated as malpractice.

INTERNET OF THINGS TECHNOLOGY (18CS81)
MODULE 5

1. Write a note on DS18B20 temperature sensor.

Answer:

- The DS18B20 is a 1-wire programmable Temperature sensor from maxim integrated. It is widely used to measure temperature in hard environments like in chemical solutions, mines or soil etc.
- It can measure a wide range of temperature from -55°C to +125°C with a decent accuracy of $\pm 5^\circ\text{C}$.
- Each sensor has a unique address and requires only one pin of the MCU to transfer data so it is a very good choice for measuring temperature at multiple points without compromising much of your digital pins on the microcontroller.
- Applications of DS18B20 are
 - Measuring temperature at hard environments.
 - Liquid temperature measurement.
 - Applications where temperature has to be measured at multiple points.
- Pin Configuration:

PinName	Description
Ground	Connect to the ground of the circuit
Vcc	Powers the Sensor, can be 3.3V or 5V
Data	This pin gives output the temperature value which can be read using 1-wire method

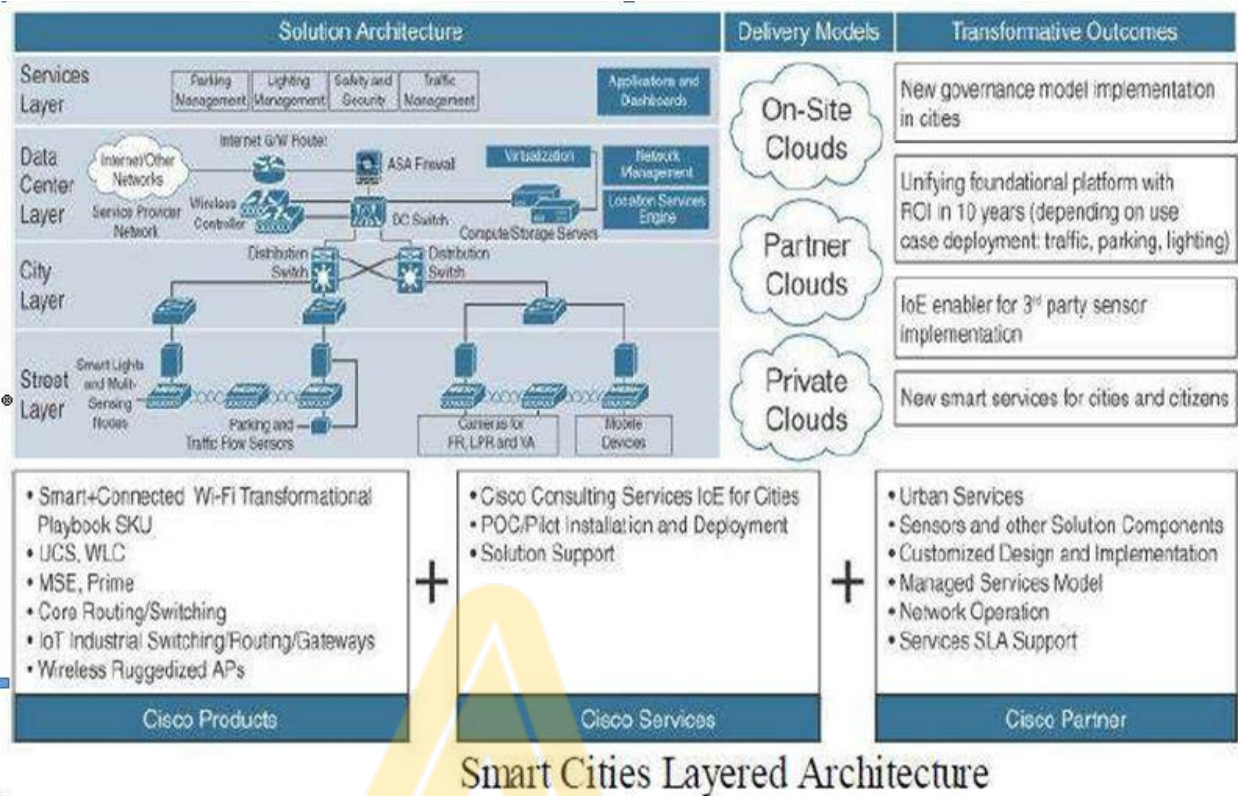
2. With a neat diagram, explain a four layered architecture of a smart city IoT Infrastructure.

Answer:

- A smart city IoT infrastructure is a four-layered architecture.
- Data flows from devices at the street layer to the city network layer and connect to the data center layer, where the data is aggregated, normalized, and virtualized.
- The data center layer provides information to the services layer, which consists of the applications that provide services to the city.
- In smart cities, multiple services may use IoT solutions for many different purposes. These services may use different IoT solutions, with different protocols and different application languages.

INTERNET OF THINGS TECHNOLOGY (18CS81)

MODULE 5



- **Street Layer:**
 - The street layer is composed of devices and sensors that collect data and take action based on instructions from the overall solution, as well as the networking components needed to aggregate and collect data.
 - A sensor is a data source that generates data required to understand the physical world. Sensor devices are able to detect and measure events in the physical world.
 - ICT connectivity solutions rely on sensors to collect the data from the world around them so that it can be analyzed and used to operationalise use cases for cities.
- **City Layer:**
 - At the city layer, which is above the street layer, network routers and switches must be deployed to match the size of city data that needs to be transported.
 - This layer aggregates all data collected by sensors and the end-node network into a single transport network.
 - The city layer may appear to be a simple transport layer between the edge devices and the data center or the Internet.
 - In this model, at least two paths exist from any aggregation switch to the data center layer. A common protocol used to ensure this resiliency is Resilient Ethernet Protocol (REP).
- **Data Center Layer:**
 - Data collected from the sensors is sent to a data center, where it can be processed and correlated.

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- Based on this processing of data, meaningful information and trends can be derived, and information can be provided back.
- The cloud model is the chief means of delivering storage, virtualization, adaptability, and the analytics know-how that city governments require for the technological mashup and synergy of information embodied in a smart city.
- The cloud enables data analytics to be taken to server farms with large and extensible processing capabilities.
- **Service Layer**
 - The true value of ICT connectivity comes from the services that the measured data can provide to different users operating within a city.
 - Smart city applications can provide value to and visibility for a variety of user types, including city operators, citizens, and law enforcement.
 - The collected data should be visualized according to the specific needs of each consumer of that data and the particular user experience requirements and individual use cases.

3. Write a note on Smart City Security Architecture.

Answer:

- A serious concern of most smart cities and their citizens is data security.
- Vast quantities of sensitive information are being shared at all times in a layered, real-time architecture, and cities have a duty to protect their citizens' data from unauthorized access, collection, and tampering.
- Security protocols should authenticate the various components and protect data transport throughout.
- The street level, sensors should have their own security protocols.
- Common element for security on network layer are
 - Firewall
 - VLAN(Virtual Local Area Network)
 - Encryption

MODULE - 5

IOT physical Devices and Endpoints - Arduino UNO

Introduction to Arduino

Arduino is an open-source advancement prototyping platform which depends on simple to-utilize equipment and programming.

Arduino can read inputs - such as detecting the power & light, events triggered by a button or a twitter message and can respond into a yield.

The Arduino is a small computer that you can program to read information from the world around you and to send commands to the outside world.

- Arduino is a tiny computer that you can connect to electrical circuits. This makes it easy to read inputs - and control outputs - send a command to the outside.

Why Arduino ?

Arduino is an open source product, software/hardware which is accessible and flexible to customers.

Arduino is flexible because of offering variety of digital and analog pins, SPI and PWM outputs.

Arduino is easy to use, connected to computer via a USB and communicates using serial protocol.

Arduino has growing online community where lots of source code is available for use.

Arduino is Cross-platform, which can work on Windows, Mac or Linux platforms.

Arduino follows simple, clear programming environment as C language.

Which Arduino ?

There are hundreds of "Arduino boards" available in the market serving every kind of purpose. Among all we almost focus on popular Arduino UNO which is used in almost 99% of projects use.

→ Some of the Boards from Arduino family are given below

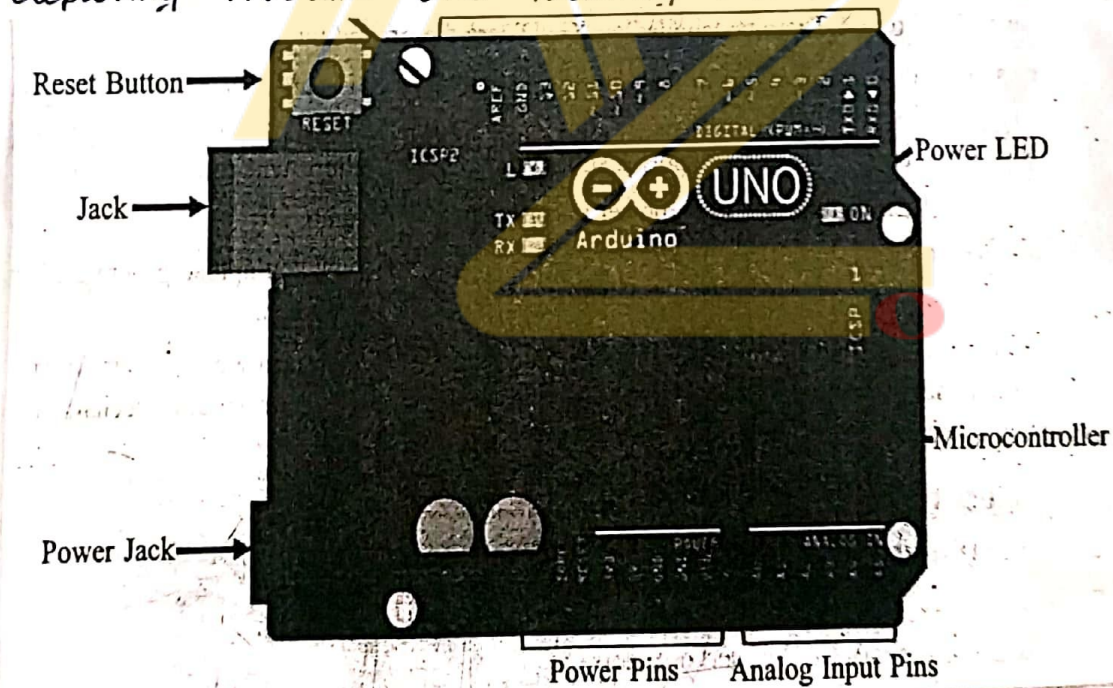
Arduino Mega is a big sister to the UNO with more memory and pins with a different chip the ATmega2560.

Flora is an Arduino compatible from Adafruit which is a round wearable which can be sewed into clothing.

The Arduino MKR1000 is a little like an Arduino Micro but has a more powerful 32-bit ATSAM ARM chip and built-in Wifi.

Arduino Micro is bit smaller with a chip ATmega32u4 that can act like a keyboard or mouse.

Exploring Arduino UNO Learning Board



- * Microcontroller : The ATmega328P is the Arduino brain. Everything on the Arduino board is meant to support this microcontroller.
- * Digital pins : Arduino has 14 digital pins, labeled from 0 to 13 that can act as inputs or outputs.

* PWM pins : These are digital pins marked with a ~ (pins 11, 10, 9, 6, 5 and 3). PWM stands for "pulse width modulation" and allows to make digital pins output "fake" varying amounts of Voltage.

* TX and RX pins : digital pins 0 and 1. The T stands for "transmit" and the R for "receive".

* LED attached to digital pin 13 : This is useful for an easy debugging of the Arduino sketches.

* Analog pins : The analog pins are labeled from A0 to A5 and are most often used to read analog sensors.

* Power pins : The Arduino has 3.3V or 5V Supply, which is really useful since most components require 3.3V or 5V.

* Reset button : When you press that button, the program that is currently being run in your Arduino will start from the beginning.

* Power ON LED : will be on since power is applied to the Arduino.

* USB Jack : Connecting a male USB A to male USB B cable is how you upload programs from your computer to your Arduino board.

* Power jack : The power jack is where you connect a component to power up your Arduino.

Things that Arduino can do

Motion Sensor : It allows you detect movement

Light Sensor : this allows you to "measure" the quantity of light in the outside world.

Humidity and temperature Sensor : this is used to measure the humidity and temperature.

Ultrasonic Sensor : this sensor allows to determine the distance to an object through sonar.

Installing the Software (ARDUINO IDE)

The Arduino IDE (Integrated Development Environment) is where you develop your programs that will tell your Arduino what to do.

To download your Arduino IDE, browse on the following link <https://www.arduino.cc/en/Main/Software>.

Select which Operating System you're using and download it.

Fundamentals of Arduino Programming

1) Structure

The structure of Arduino programming contains of two parts as shown below

```
void setup()
{
  Statement(s);
}
void loop()
{
  Statement();
}
```

```
2) void setup()
    void loop()
    {
      digitalWrite(pin, HIGH);
      delay(10000);
      digitalWrite(pin, LOW);
      delay(10000);
    }
```

3) Functions

A function is a piece of code that has a name and set of statements executed when function is called.

Functions are declared by its type followed with name of a function.

Syntax : type functionName (parameters)
{
Statement(s);
}

4) { } curly braces

They define beginning and end of function.

5) Semicolon

It is used to end a statement and separate elements of a program.

Syntax : int x=14;

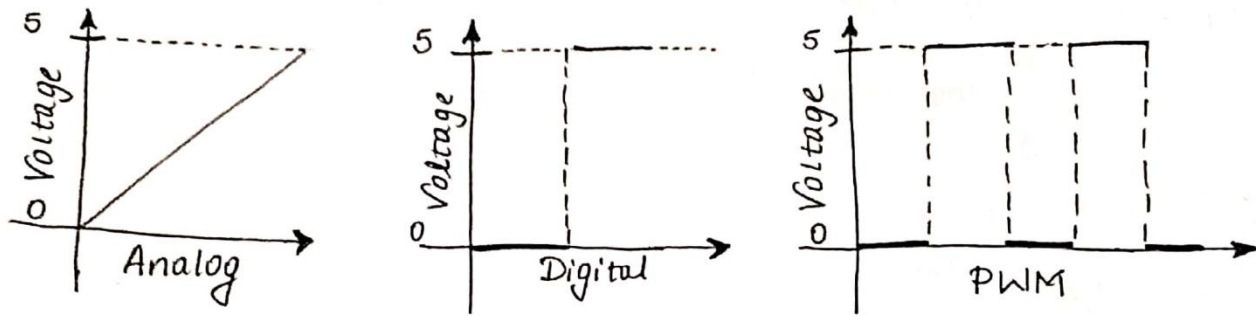
Differences between Analog, Digital and PWM Pins

In analog pins, you have unlimited possible states between 0 and 1023. This allows you to read sensor values. For example, with a light sensor, if it is very dark, you'll read 1023, if it is very bright you'll read 0. If there is a brightness between dark and very bright you'll read a value between 0 and 1023.

In digital pins, you have just two possible states, which are on or off. These can also be referred as High or Low, 1 or 0 and 5V or 0V. For example, if an LED is on, then, its state is high or 1 or 5V. If it is off, you'll have Low, or 0 or 0V.

PWM pins are digital pins, so they output either 0 or 5V. However these pins can output "fake" intermediate voltage values between 0 and 5V, because they can perform "Pulse Width Modulation" (PWM). PWM allows to "simulate" varying levels of power by oscillating the output voltage of the Arduino.

The below figure shows the representation of Analog, Digital and PWM pins of Arduino.



IOT Physical Devices and Endpoints : RaspberryPi

Introduction to RaspberryPi

The RaspberryPi is a series of credit card sized single-board computers developed in the United Kingdom by RaspberryPi Foundation to promote the teaching of basic computer science in school and developing countries.

The original model became far more popular than anticipated, selling outside its target market for uses such as robotics. It does not include peripherals and cases. However, some accessories have been included in several official and unofficial bundles.

The Organisation behind the Raspberry Pi consists of two arms. The first two models were developed by the Raspberry Pi Foundation. After the Pi Model B was released, the Foundation setup Raspberry Pi Trading, with Eben Upton as CEO, to develop the third model the B+.

"Why Raspberry Pi?" - Inexpensive, Cross-platform, Simple, Clear programming environment, Open Source and extensible Software and Open Source and extensible hardware.

Exploring The Raspberrypi Learning Board

GPIO Pinout Diagram

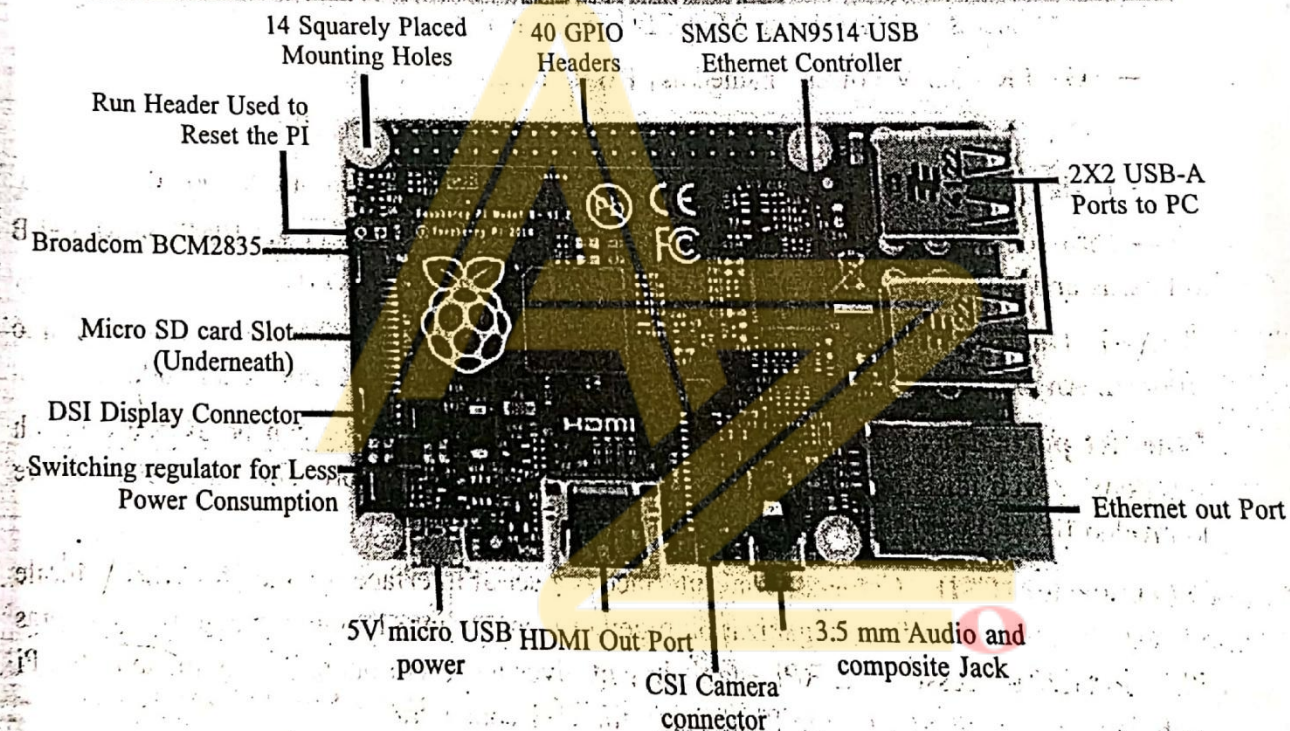
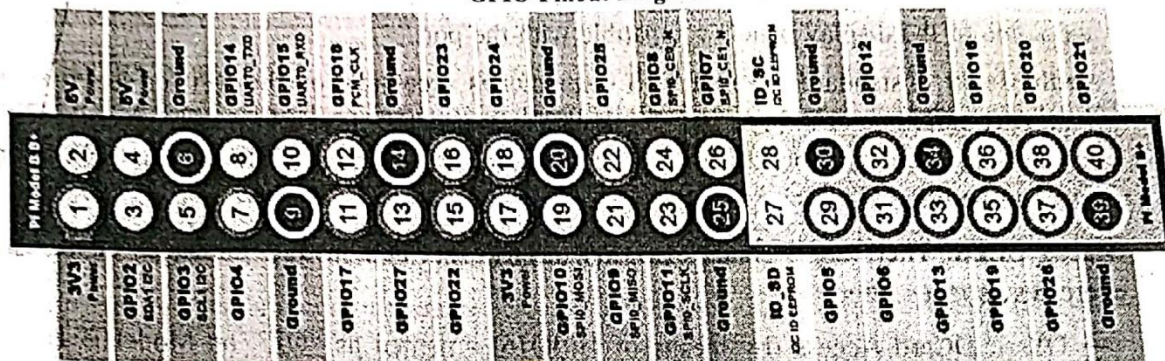


Figure 8-1: Raspberry Pi2 Model B and its GPIO

Processor : The Broadcom BCM2835 SoC used in the first generation Raspberrypi is somewhat equivalent to the chip used in first generation smart phones, which includes a 700 MHz ARM 1176JZF-S processor, Video Core IV graphics processing unit (GPU) and RAM. This has a level 1 cache of 16KB and a level 2 cache of 128KB.

Power Source : The recommended and easiest way to power the Raspberry Pi is via the Micro USB port on the side of the unit.

SD Card : The Raspberry Pi does not have any locally available storage accessible. The working framework is stacked on a SD card which is embedded on the SD card space on the Raspberry Pi.

GPIO (General Purpose Input Output) : GPIO is a non specific pins on a coordinated circuit to know if an input or output pin which can be controlled by the client at run time. GPIO pins have no exceptional reason characterized, and go unused as a matter of course.

DSI Display X : The Raspberry Connector S2 is a display Serial interface (DSI) for connecting a liquid crystal display (LCD) panel using a 15-pin ribbon cable.

Audio Jack : A standard 3.5mm TRS connector is accessible on the RPi for stereo sound yield. Any earphone or 3.5mm sound link can be associated straightforwardly.

Ethernet Port : It is accessible on Model B and B+. It can be associated with a system or web utilizing a standard LAN link on the Ethernet port.

CSI connector(CSI) : Camera Serial Interface is a serial interface outlined by MIPI (Mobile Industry Processor Interface) organization together went for interfacing computerized cameras with a portable processor.

JTAG headers : JTAG is an acronym for 'Joint Test Action Group', an association that began back in the mid 1980's to address test point get to issues on PCB with surface mount gadgets.

Description of System on Chip (SoC)

A System on a chip (SoC) is an integrated circuit (IC) that co-ordinates all parts of a PC or other electronic framework into a solitary chip.

It might contained advanced, simple, blended flag, and regularly radio-recurrence works - all on a solitary chip substrate. SoCs are exceptionally regular in the portable gadgets advertise in view of their low power utilization. A run of the mill application is in the range of implanted frameworks.

An SoC comprises of:

- ★ A microcontroller, chip or DSP core(s). Some SoCs - called multiprocessor framework on chip (MPSoC) - incorporate more than one processor center.
- ★ Memory pieces including a choice of ROM, RAM, EEPROM and streak memory.
- ★ Timing sources including oscillators and stage bolted circles.
- ★ Simple interfaces including ADCs and DACs.
- ★ Voltage controllers and power administration circuits.

Raspberry Pi interfaces

Raspberry Pi has Serial, SPI and I2C interfaces as shown in the figure of Raspberry Pi Learning board.

- ★ Serial : The Serial interface on Raspberry Pi has receive (rx) and transmit (Tx) pins for communication with Serial peripherals.
- ★ SPI : Serial Peripheral Interface (SPI) is a synchronous Serial data Used for communicating with one or more peripheral devices.

★ I2C : The I2C interface pins on Raspberry Pi allow you to connect hardware modules. I2C interface allows Synchronous data transfer with just two pins - SDA (data line) and SCL (clock ~~line~~ line).

Raspberry Operating Systems

Various operating systems can be installed on Raspberry through SD cards. Most use a MicroSD slot located on the bottom of the board.

The Raspberrypi primarily uses Raspbian, a Debian-based Linux operating system.

Operating Systems (not Linux based)

- RISC OS Pi
- FreeBSD
- NetBSD
- Plan 9 from Bell Labs and Inferno
- Windows 10 IoT Core - a no cost edition of Windows 10 offered by Microsoft that runs natively on the Raspberry Pi 2.

Operating Systems (Linux based)

- Xbian - using Kodi open source digital media center
- openSUSE
- Raspberry Pi Fedora remix
- Pidora, another fedora Remix optimised for Raspberry Pi
- Gentoo Linux
- Diet Pi
- CentOS / Open Wat
- Kali Linux
- Ark OS
- Kano OS
- Nard SDK

Media center operating systems

- OSMC
- OpenELEC
- LibreELEC
- Xbian
- Raspex

Audio operating Systems

- Volumio
- Pimusicbox
- Runeaudio
- moOdeaudio

Recalbox

- Happi Game Center
- Lakka
- ChameleonPi
- Piplay

Operating System Setup On RaspberryPi

Preinstalled NOOBS operating system is already available in many authorized as well as independent seller, there are many other operating system for RaspberryPi in the market like NOOBS, Raspbian and third party operating systems are also available like UBUNTU MATE, OSMC, RISC OS etc. To setup an operating system we need a SD card with minimum capacity of 8GB.

Formatting SD card

Format the SD card before copying NOOBS onto it. To do this -

- Download SD formatter 4.0 from SD Association website for either Windows or Mac.

- Follow the instructions to install the Software
- Insert the SD card into the computer or laptops SD card reader and make a note of the drive letter allocated to it.
- In SD formatter, select the drive letter the SD card is and format it.

OS Installation

Follow the step to install operating system in SD card

- Go to Raspberry Pi foundation website and click on DOWNLOAD section.

- Click on NOOBS, then click on "Download zip" button under NOOBS and select a folder to save this zip file.
- Extract all the files from zip.
- Once SD card has been formatted, drag all the files in the extracted NOOBS folder and drop them onto the SD card drive.
- The necessary file will then be transferred to the SD card.
- When this process has finished, safely remove the SD card and insert it into the Raspberry Pi.

First Boot

- Plug in the keyboard, mouse, and monitor cables.
- Now plug the USB cable into the Raspberry Pi
- Now Raspberrypi will boot, and a window will appear with a list of different operating system.
- Raspbian will then run through its installation process.

Programming RaspberryPi With Python

RaspberryPi runs linux and supports python out of the box. Henceforth you can run any python program that runs on a normal computer. However it is the general purpose input/output capability provided by the GPIO pins on Raspberry Pi that makes it useful device for Internet of things.

Simple python Programs On RaspberryPi

Program	Code
1. Print hello world	<pre>print("hello world")</pre>
2. Program to add two numbers	<pre>a=1.2 b=5.3 sum=float(a)+float(b) print("the sum of {0} and {1} is {2}": format(a,b,sum))</pre>
3. Program to print fibonacci series	<pre>a,b=0,1 while b<200: print(b) a,b=b,a+b</pre>
4. Program to display calender of given month of the year	<pre>import calendar yy=2017 mm=11 print(calendar.month(yy,mm))</pre>
5. Program to find the ip address of raspberrypi	<pre>import urllib import re print("we will try to open this url, in order to get ip address") url="http://checkip.dyndns.org" print(url)</pre>



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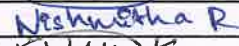
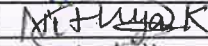




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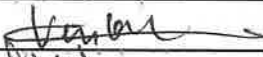
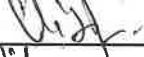
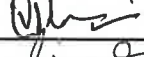

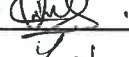
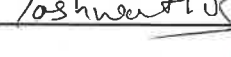
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17	1KG20CS093	ROSHAN KUMAR L	Roshan Kumar L
18	1KG20CS094	S DINESH	S Dinesh
19	1KG20CS097	SAHANA S HEGDE	Sahana S Hegde
20	1KG20CS098	SAMYUKTHA MADHAV B	Samyuktha Madhav B
21	1KG20CS100	SHRUTHI M	Shruthi M
22	1KG20CS102	SIDDHARTH GANESAN	Siddharth Ganesan
23	1KG20CS106	SUJAY C L	Sujay C L
24	1KG20CS107	SUMANTH G G	Sumanth G G
25	1KG20CS110	TRIPURANENI VYSHNAVI	Tripuraneni Vyshnavi
26	1KG20CS111	V YASHWANTH NAIDU	V. Yashwanth Naidu
27	1KG20CS112	VADIRAJ	Vadiraaj
28	1KG20CS115	VAPALAPATHI LAXMI PRIYA	Vapalapathi Laxmi Priya

29	1KG20CS116	VELUREE BHANUPRASAD	
30	1KG20CS117	VENKATESHA D J	
31	1KG20CS118	VIBHA M	
32	1KG20CS120	VIKRAMA C	
33	1KG20CS121	VINAY A	
34	1KG20CS122	VISHWANATH VIVEK M	
35	1KG20CS124	YASHWANTH B	


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Bangalore-560109

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3	1KG20CS069	NANDAN KUMAR N	Nandan Kumar N
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5	1KG20CS081	PRAJWAL GOWDA M	Prajwal
6	1KG20CS085	PRITHVIRAJ SANJAY CHAVAN	Prithviraj
7	1KG20CS086	RAHUL B M	Rahul B M
8	1KG20CS094	S DINESH	Dinesh
9	1KG20CS098	SAMYUKTHA MADHAV B	Samyuktha
10	1KG20CS099	SHREYA S	Shreya S
11	1KG20CS105	SUCHITHRA M B	Suchithra M B
12	1KG20CS108	SWETHA M	Swetha M
13	1KG20CS112	VADIRAJ	Vadiraj
14	1KG20CS113	VAISHNAVI N BHAT	Vaishnavi
15	1KG20CS114	VANDITHA	Vanditha
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1	1KG20CS066	MONALI B PIPALIYA	Monali B.
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3	1KG20CS118	VIBHA M	Vibha M


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Bangalore-560109



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V SEM A sec Assignment Marks List - RMI

SL.NO	USN	NAME	Assignment 1 (10)	Assignment 2 (10)	Assignment 3 (10)	Total 10(30)	Signature
1	1KG20CS061	M ROHINI	10	10	10	30	M Rohini
2	1KG20CS062	M YASASWANI CHOWDARY	10	10	10	30	Yasaswani
3	1KG20CS063	MEGHANA M	10	10	10	30	Meghana M
4	1KG20CS064	MOHAMMED YASEEN	10	10	10	30	M. Yaseen
5	1KG20CS065	MOHAMMED ZAYED PASHA	10	10	10	30	Mohammed Zayed Pasha
6	1KG20CS066	MONALI B PIPALIYA	10	10	10	30	Monali B
7	1KG20CS067	MONISHA M	10	10	10	30	Monisha M
8	1KG20CS068	NAGENDRA B N	10	10	10	30	Nagendra B N
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36	1KG20CS096	SAHANA H S	10	10	10	30	Sahana H S
37	1KG20CS097	SAHANA S HEGDE	10	10	10	30	Sahana S Hegde
38	1KG20CS098	SAMYUKTHA MADHAV B	10	10	10	30	Samyuktha Madhav B

39	1KG20CS099	SHREYA S	10	10	10	30	A
40	1KG20CS100	SHRUTHI M	10	08	08	09	Shruthi
41	1KG20CS101	SIDAPARA NANCY ARVINDKUMAR	10	10	10	30	Nancy
42	1KG20CS102	SIDDHARTH GANESAN	10	10	10	30	G. S. S.
43	1KG20CS103	SRI RAKSHA	10	10	10	30	Raksha
44	1KG20CS104	SUCHITHA R	10	10	10	30	Suchitha
45	1KG20CS105	SUCHITHRA M B	10	10	10	105	Suchithra
46	1KG20CS106	SUJAY C L	10	10	10	30	Sujay
47	1KG20CS107	SUMANTH G G	10	10	10	30	Sumant
48	1KG20CS108	SWETHA M	10	10	10	30	Swetha
49	1KG20CS109	THANUSHREE R	10	10	10	30	Thanushree
50	1KG20CS110	TRIPURANENI VYSHNAVI	10	10	10	30	Tripathi
51	1KG20CS111	V YASHWANTH NAIDU	10	10	10	30	V. Yashwanth
52	1KG20CS112	VADIRAJ	08	08	08	08	Vadira
53	1KG20CS113	VAISHNAVI N BHAT	10	10	10	30	Vaishnavi
54	1KG20CS114	VANDITHA	10	10	10	30	Vanditha
55	1KG20CS115	VAPALAPATI LAXMI PRIYA	10	10	10	30	Vapalapati
56	1KG20CS116	VELURU BHANUPRASAD	10	10	10	30	Veluru
57	1KG20CS117	VENKATESHA D J	08	08	08	08	Venkatesh
58	1KG20CS118	VIBHA M	10	10	08	28	Vibha
59	1KG20CS119	VIJAYALAKSHMI D	10	10	10	30	Vijaya
60	1KG20CS120	VIKRAMA C	10	10	10	30	Vikrama
61	1KG20CS121	VINAY A	10	10	10	30	Vinay
62	1KG20CS122	VISHWANATH VIVEK M	08	08	08	24/8	Vishwanath
63	1KG20CS123	YASHITHA T	10	10	10	30	Yashitha
64	1KG20CS124	YASHWANTH B	10	10	10	30	Yashwanth

Faculty Signature

HOD Signature

HOD

Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560105



K.S. SCHOOL OF ENGINEERING AND MANAGEMENT, BANGALORE

Department of Computer Science and Engineering

YEAR /	IV / VII B
COURSE TITLE :	UID
COURSE CODE :	18CS734
ACADEMIC YEAR	2023-2024

Sl. No	USN	Name of the Student	TEST MARKS			TOTAL 90 M	FINAL IA 30	ROUND ED 30	ASSISM ENT 10	TOTAL 40	STUDENTS SIGNATURE
			IA 1 30 Marks	IA 2 30 Marks	IA 3 30 Marks						
1	1KG20CS061	M ROHINI	21	21	27	69	23.00	23	10	33	M. Rohini
2	1KG20CS062	M YASASWANI CHOWDARY	9	15	21	45	15.00	15	10	25	Yasaswani
3	1KG20CS063	MEGAHANA M	23	21	26	70	23.33	24	10	34	Meghana
4	1KG20CS064	MOHAMMED YASEEN	6	11	17	34	11.33	12	10	22	M. Yaseen
5	1KG20CS065	MOHAMMED ZAYED PASHA	15	23	25	63	21.00	21	10	31	M. Zayed
6	1KG20CS066	MONALI B PIPALIYA	21	20	25	66	22.00	22	10	32	Monali
7	1KG20CS067	MONISHA M	13	12	13	38	12.67	13	10	23	Monisha
8	1KG20CS068	NAGENDRA B N	10	13	18	41	13.67	14	10	24	Nagendra
9	1KG20CS069	NANDAN KUMAR N	12	10	10	32	10.67	11	10	21	Nandan
10	1KG20CS070	NANDINI M N	16	20	18	54	18.00	18	10	28	Nandini
11	1KG20CS071	NANDINI V	23	22	27	72	24.00	24	10	34	Nandini
12	1KG20CS072	NAVEEN V	18	27	28	73	24.33	25	10	35	Naveen
13	1KG20CS073	NIKHIL K H	13	19	21	53	17.67	18	10	28	Nikhil
14	1KG20CS074	NISCHITHA M	10	18	19	47	15.67	16	10	26	Nischitha
15	1KG20CS075	NISHA M	11	21	20	52	17.33	18	10	28	Nisha
16	1KG20CS076	NISHMITHA R	23	25	30	78	26.00	26	10	36	Nishmitha
17	1KG20CS077	NITESH A	8	3	19	30	10.00	10	10	20	Nitesh
18	1KG20CS078	NITHYA A	20	16	26	62	20.67	21	10	31	Nithya
19	1KG20CS079	NITHYA K	24	26	29	79	26.33	27	10	37	Nithya
20	1KG20CS080	PATHIPATI HARSHITHA	18	23	28	69	23.00	23	10	33	Pathipati
21	1KG20CS081	PRAJWAL GOWDA M	22	20	24	66	22.00	22	10	32	Prajwal
22	1KG20CS082	PRAJWAL R	12	20	21	53	17.67	18	8	26	Prajwal
23	1KG20CS083	PREETHAM N N	12	18	21	51	17.00	17	10	27	Preetham
24	1KG20CS084	PRERANA KUMARI	5	22	22	49	16.33	17	10	27	Prerana
25	1KG20CS085	PRITHVIRAJ SANJAY CHAVAN	13	9	20	42	14.00	14	10	24	Prithviraj
26	1KG20CS086	RAHUL B M	7	8	13	28	9.33	10	10	20	Rahul
27	1KG20CS087	RAJATH K	19	17	18	54	18.00	18	10	28	Rajath
28	1KG20CS088	RAKSHITHA A	22	21	20	63	21.00	21	10	31	Rakshitha
29	1KG20CS089	RAKSHITHA H C	23	26	29	78	26.00	26	10	36	Rakshitha
30	1KG20CS090	RAKSHITHA R	18	22	25	65	21.67	22	10	32	Rakshitha
31	1KG20CS091	RANJITH KUMAR G D	15	18	25	58	19.33	20	10	30	Ranjith
32	1KG20CS092	RANJITHA M A	22	17	19	58	19.33	20	10	30	Ranjitha
33	1KG20CS093	ROSHAN KUMAR L	22	20	30	72	24.00	24	10	34	Roshan
34	1KG20CS094	S DINESH	6	9	19	34	11.33	12	10	22	S Dinesh
35	1KG20CS095	SAGAR NAIDU N	13	14	19	46	15.33	16	10	26	Sagar
36	1KG20CS096	SAHANA H S	16	20	24	60	20.00	20	10	30	Sahana
37	1KG20CS097	SAHANA S HEGDE	14	21	29	64	21.33	22	10	32	Sahana
38	1KG20CS098	SAMYUKTHA MADHAV B	12	10	12	34	11.33	12	9	21	Samyuktha
39	1KG20CS099	SHREYA S	15	21	24	60	20.00	20	10	30	Shreya
40	1KG20CS100	SHRUTHI M	10	17	18	45	15.00	15	9	24	Shruthi
41	1KG20CS101	SIDAPPARA NANCY ARVIND	20	26	27	73	24.33	25	10	35	Nancy
42	1KG20CS102	SIDDHARTH GANESAN	8	11	20	39	13.00	13	10	23	Siddharth
43	1KG20CS103	SRI RAKSHA	21	25	27	73	24.33	25	10	35	Sri Raksha
44	1KG20CS104	SUCHITHA R	14	21	21	56	18.67	19	10	29	Suchitha
45	1KG20CS105	SUCHITHRA M B	25	15	22	62	20.67	21	10	31	Suchithra
46	1KG20CS106	SUDHAKAR	14	22	26	62	20.67	21	10	31	Sudhakar

114 SUMANTH

10

12

23

45

15

15

10

25

Sumanth

48	1KG20CS108	SWETHA M	17	16	25	58	19.33	20	10	30	Swetha M
49	1KG20CS109	THANUSHREE R	12	15	24	51	17.00	17	10	27	Tha
50	1KG20CS110	TRIPURANENI VYSHNAVI	11	15	16	42	14.00	14	10	24	Tripur
51	1KG20CS111	V YASHWANTH NAIDU	22	24	29	75	25.00	25	10	35	V Yash
52	1KG20CS112	VADIRAJ	13	10	12	35	11.67	12	8	20	Vadira
53	1KG20CS113	VAISHNAVI N BHAT	25	22	24	71	23.67	24	10	34	Vaish
54	1KG20CS114	VANDITHA	12	13	21	46	15.33	16	10	26	Vanditha
55	1KG20CS115	VAPALAPATHI LAXMI PRIYA	15	21	30	66	22.00	22	10	32	Vapala
56	1KG20CS116	VELUREE BHANUPRASAD	11	18	26	55	18.33	19	10	29	Veluree
57	1KG20CS117	VENKATESHA D J	8	10	16	34	11.33	12	8	20	Venka
58	1KG20CS118	VIBHA M	11	11	10	32	10.67	11	10	21	Vibha
59	1KG20CS119	VIJAYALAKSHMI D	11	21	22	54	18.00	18	10	28	Vijaya
60	1KG20CS120	VIKRAMA C	12	16	23	51	17.00	17	10	27	Vikram
61	1KG20CS121	VINAY A	10	15	16	41	13.67	14	10	24	Vinay
62	1KG20CS122	VISHWANATH VIVEK M	10	9	11	30	10.00	10	10	20	Vishwa
63	1KG20CS123	YASHITHA T	19	26	28	73	24.33	25	10	35	Yashitha
64	1KG20CS124	YASHWANTH B	4	17	20	41	13.67	14	10	24	Yashwanth

FACULTY INCHARGE

HOD

HOD

Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560109

Branch : CS

Semester : 7

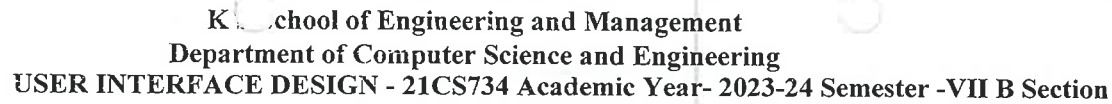
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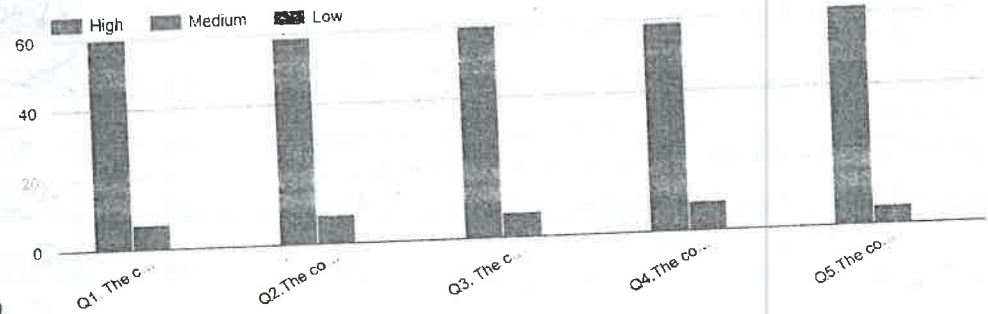
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124	1KG20CS124	24
125	1KG21CS400	39
126	1KG21CS401	40
127	1KG21CS402	40

Report ID : VTUCOLDRAFT65a64872eIAc5eKG 2024-01-16 14:23:00

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												Nitesha
12-28-2023 13:43:14	nitesha775@gmail.com	1KG20CS077	Nitesha	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Nithya A
12-28-2023 18:47:37	nithya24a@gmail.com	1KG20CS078	NITHYA A	7th 'B'	Mrs.Meena G	High	Medium	High	High	High	Medium	Nithya K
12-29-2023 14:01:55	nithubhoomi789@gmail.com	1KG20CS079	Nithya.K	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	P.Harshitha
12-28-2023 12:48:28	harshithapathapati7117@gmail.com	1KG20CS080	Pathipati Harshitha	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Prajwal M
12-28-2023 21:59:00	prajwal143sudeep@gmail.com	1KG20CS081	Prajwal Gowda M	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Prajwal R
12-28-2023 20:15:29	prajwalprajwal5252@gmail.com	1KG20CS082	Prajwal R	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Pra
12-28-2023 10:18:46	prerana99010@gmail.com	1KG20CS084	Prerana Kumari p	7th 'B'	Mrs.Meena G	Medium	Medium	High	Medium	Medium	Medium	Pra
12-29-2023 13:43:40	chavanprithvi45@gmail.com	1KG20CS085	Prithviraj	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Rahul
12-29-2023 13:54:23	rahulbm080@gmail.com	1KG20CS085	Rahul	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Rajath K
12-29-2023 13:58:37	rajathnaik3@gmail.com	1KG20CS087	RAJATH K	7th 'B'	Mrs.Meena G	Medium	Medium	Medium	Medium	Medium	Medium	Rakshitha A
12-29-2023 8:35:59	rakshithagowdaa33@gmail.com	1KG20CS088	Rakshitha A	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Rakshitha HC
12-28-2023 11:39:24	rakshu2504@gmail.com	1KG20CS089	Rakshitha HC	7th 'B'	Mrs.Meena G	Medium	High	High	High	High	High	RakshithaR
12-28-2023 11:39:03	rakshitharajesh02@gmail.com	1KG20CS089	RakshithaR	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Shreya S
12-28-2023 19:47:29	shreyashivamurthy@gmail.com	1KG20CS089	Shreya. S	7th 'B'	Mrs.Meena G	High	High	High	High	Medium	Medium	Ranjith Kumar GD
12-28-2023 10:47:56	ranjithkumargd2002@gmail.com	1KG20CS091	Ranjith Kumar GD	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Ranjithaa MA
12-29-2023 15:16:35	ranjithaa1308@gmail.com	1KG20CS092	Ranjithaa MA	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Roshan Kumar L
12-28-2023 18:50:21	roshankumarvijay2002@gmail.com	1KG20CS093	Roshan Kumar L	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	S.DINESH
12-28-2023 10:59:02	dineshs65663@gmail.com	1KG20CS094	S.DINESH	7th 'B'	Mrs.Meena G	High	High	High	Medium	High	High	Sagar Naidu
12-28-2023 11:02:16	sagamaidu7338260200@gmail.com	1KG20CS095	Sagar Naidu	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Sahana.H.S
12-28-2023 18:47:50	hssahana316@gmail.com	1KG20CS096	Sahana.H.S	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Sahana S Hegde
12-28-2023 18:50:56	sahanahegde467@gmail.com	1KG20CS097	Sahana S Hegde	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Samyuktha madhav
12-29-2023 14:06:50	samyukthamadhav19@gmail.com	1KG20CS098	Samyuktha madhav	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	Shruthi M
12-28-2023 18:57:56	iarnshruthimanjunath@gmail.com	1KG20CS100	Shruthi M	7th 'B'	Mrs.Meena G	High	High	High	High	High	High	



MS
Faculty Incharge

[Signature]
HOD
HOD
Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560109



Department of Computer Science Engineering

Seventh Sem 'A' Section

Course Name & Code: USER INTERFACE DESIGN /18CS734

Class Strength:65

[illegible]

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44	5	5	5	5	5	5	5	5	5	5
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Col. Total	311	309	309	310	308	308	309	313	310	308
Col. Avg.	4.86	4.83	4.83	4.84	4.81	4.81	4.83	4.89	4.84	4.81
Over all %	96.72									

Head of Department
HOD

Department of Computer Science Engineering
K.S School of Engineering & Management
Bangalore-560109

I. C. Rane
Principal