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## UI/UX Design

# Complete Exam Preparation

**210 Objective Questions & Answers**

BCA 2nd Year | All 3 Units Covered

**Covers 100% Exam Syllabus**

Prepared exclusively for BCA students by Innoovatum Mentors

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**■ How to use this material**

- Read each question carefully before looking at the answer.
- Cover the answer line and attempt the question first.
- Practice all 210 questions at least twice before the exam.
- Questions marked ★ are high-frequency exam questions.

**UNIT I: UI/UX Fundamentals & Design Thinking****Q1.****What does UI stand for?**

- A) User Interaction
- B) User Interface
- C) Universal Integration
- D) User Instruction

**✓ Answer: B) User Interface****Q2.****What does UX stand for?**

- A) User Xperiment
- B) Universal Exchange
- C) User Experience
- D) User Execution

**✓ Answer: C) User Experience****Q3.****What is the primary goal of UX design?**

- A) Make websites look attractive
- B) Provide meaningful and relevant experiences to users
- C) Increase server speed
- D) Reduce development cost

**✓ Answer: B) Provide meaningful and relevant experiences to users****Q4.****Requirement Gathering is the process of:**

- A) Designing UI screens
- B) Writing code for the application
- C) Collecting and defining what users and stakeholders need
- D) Testing the application

**✓ Answer: C) Collecting and defining what users and stakeholders need**

**Q5.**

**Functional requirements describe:**

- A) System performance benchmarks
- B) What the system must do
- C) Visual design aesthetics
- D) Network protocols

✓ **Answer: B) What the system must do**

**Q6.**

**Non-functional requirements describe:**

- A) Features of the system
- B) How the system should perform (speed, security, usability)
- C) The user interface layout
- D) Database schemas

✓ **Answer: B) How the system should perform (speed, security, usability)**

**Q7.**

**Which of the following is a non-functional requirement?**

- A) Login feature
- B) Product search
- C) System response time
- D) Payment gateway

✓ **Answer: C) System response time**

**Q8.**

**Which of the following is a functional requirement?**

- A) Page load under 2 seconds
- B) User registration feature
- C) 99.9% uptime
- D) Cross-browser compatibility

✓ **Answer: B) User registration feature**

**Q9.**

**Cognitive Load Reduction in UI means:**

- A) Adding more animations
- B) Reducing the mental effort needed to use the interface
- C) Increasing text size
- D) Using more colors

✓ **Answer: B) Reducing the mental effort needed to use the interface**

**Q10.**

**Jakob Nielsen is famous for:**

- A) Inventing the internet
- B) Creating the 10 Usability Heuristics
- C) Designing the first smartphone
- D) Founding Adobe

✓ **Answer: B) Creating the 10 Usability Heuristics**

**Q11.**

**Which usability heuristic relates to keeping users informed?**

- A) Consistency
- B) Visibility of system status
- C) Error prevention
- D) Flexibility

✓ **Answer: B) Visibility of system status**

**Q12.**

**Information Architecture (IA) is concerned with:**

- A) Server infrastructure
- B) Organizing and structuring content for navigation
- C) Graphic design
- D) Coding frameworks

✓ **Answer: B) Organizing and structuring content for navigation**

**Q13.**

**Navigation design ensures:**

- A) Faster database queries
- B) Users can move through the product intuitively
- C) Reduced server costs
- D) Better typography

✓ **Answer: B) Users can move through the product intuitively**

**Q14.**

**Global Standards of UI help in:**

- A) Reducing page size
- B) Ensuring consistency across regions and platforms
- C) Improving back-end performance
- D) Minimizing animations

✓ **Answer: B) Ensuring consistency across regions and platforms**

**Q15.**

**Intuitive UI means:**

- A) Users need a manual to use it
- B) Interface requires training
- C) Users can interact without explicit instructions
- D) Complex navigation structures

✓ **Answer: C) Users can interact without explicit instructions**

**Q16.**

**The first step in Design Thinking is:**

- A) Prototype
- B) Define
- C) Empathy
- D) Test

✓ **Answer: C) Empathy**

**Q17.**

**In Design Thinking, 'Empathy' means:**

- A) Building the first prototype
- B) Understanding users' feelings, needs, and pain points
- C) Generating ideas
- D) Validating the solution

✓ **Answer: B) Understanding users' feelings, needs, and pain points**

**Q18.**

**The 'Define' stage in Design Thinking involves:**

- A) Creating wireframes
- B) Clearly articulating the user's core problem
- C) Testing prototypes
- D) Conducting user interviews

✓ **Answer: B) Clearly articulating the user's core problem**

**Q19.**

**The 'Ideate' stage in Design Thinking is about:**

- A) Finalizing the product
- B) Writing code
- C) Generating a wide range of creative solutions
- D) Presenting to stakeholders

✓ **Answer: C) Generating a wide range of creative solutions**

**Q20.**

**Which stage of Design Thinking involves building a sample version of the solution?**

- A) Empathy
- B) Define
- C) Ideate
- D) Prototype

✓ **Answer: D) Prototype**

**Q21.**

**The correct order of Design Thinking steps is:**

- A) Define → Empathy → Ideate → Prototype → Test
- B) Empathy → Define → Ideate → Prototype → Test
- C) Ideate → Define → Empathy → Test → Prototype
- D) Test → Prototype → Ideate → Define → Empathy

✓ **Answer: B) Empathy → Define → Ideate → Prototype → Test**

**Q22.**

**The 'Test' stage in Design Thinking helps to:**

- A) Finalize the UI colors
- B) Validate whether the solution solves the user's problem
- C) Write user stories
- D) Deploy the application

✓ **Answer: B) Validate whether the solution solves the user's problem**

Q23.

**Design Thinking is best described as:**

- A) A coding methodology
- B) A human-centered problem-solving approach
- C) A database design technique
- D) A network architecture model

✓ Answer: B) A human-centered problem-solving approach

Q24.

**Usability Heuristics are used to:**

- A) Design database schemas
- B) Evaluate user interface designs for usability issues
- C) Write backend code
- D) Create animations

✓ Answer: B) Evaluate user interface designs for usability issues

Q25.

**Which of the following is NOT a usability heuristic?**

- A) Error prevention
- B) Consistency and standards
- C) Algorithm efficiency
- D) Recognition over recall

✓ Answer: C) Algorithm efficiency

Q26.

**Consistency in UI design means:**

- A) Using different styles on every page
- B) Maintaining the same design patterns throughout the product
- C) Changing navigation per user
- D) Using multiple font families

✓ Answer: B) Maintaining the same design patterns throughout the product

Q27.

**Recognition over recall in UX means:**

- A) Making users memorize commands
- B) Showing options visually so users don't need to remember
- C) Using long instruction manuals
- D) Adding help text only on request

✓ Answer: B) Showing options visually so users don't need to remember

Q28.

**Error prevention in UI design means:**

- A) Showing error messages after the mistake
- B) Designing to prevent errors from occurring in the first place
- C) Hiding errors from users
- D) Logging errors in backend

✓ Answer: B) Designing to prevent errors from occurring in the first place

**Q29.**

**UI Guidelines are important because they:**

- A) Increase server load
- B) Ensure visual consistency and design standards
- C) Replace coding
- D) Manage databases

✓ Answer: B) Ensure visual consistency and design standards

**Q30.**

**Which is the best example of Cognitive Load Reduction?**

- A) Adding 10 menu options
- B) Using icons with labels instead of text-only menus
- C) Using small font sizes
- D) Removing all navigation

✓ Answer: B) Using icons with labels instead of text-only menus

**Q31.**

**The 'Validation' step in Design Thinking is same as:**

- A) Ideation
- B) Testing
- C) Prototyping
- D) Defining

✓ Answer: B) Testing

**Q32.**

**Real-life examples in Design Thinking are used to:**

- A) Replace technical documentation
- B) Make learning more relatable and practical
- C) Avoid user research
- D) Speed up coding

✓ Answer: B) Make learning more relatable and practical

**Q33.**

**Which of these is part of Information Architecture?**

- A) Color scheme selection
- B) Site maps and navigation menus
- C) Font selection
- D) Animation design

✓ Answer: B) Site maps and navigation menus

**Q34.**

**Gathering business requirements involves:**

- A) Understanding what the organization wants to achieve
- B) Designing the home page
- C) Writing CSS code
- D) Conducting A/B tests

✓ Answer: A) Understanding what the organization wants to achieve

**Q35.**

**Which method is commonly used to gather user requirements?**

- A) Code review
- B) User interviews and surveys
- C) Database migration
- D) Load testing

✓ **Answer: B) User interviews and surveys**

**Q36.**

**UX design focuses primarily on:**

- A) Server-side logic
- B) The overall feel and experience of using a product
- C) Database optimization
- D) Network security

✓ **Answer: B) The overall feel and experience of using a product**

**Q37.**

**UI design focuses primarily on:**

- A) Backend APIs
- B) Visual elements users interact with
- C) Database schemas
- D) Server configuration

✓ **Answer: B) Visual elements users interact with**

**Q38.**

**A good UI should be:**

- A) Complex and feature-rich
- B) Simple, consistent, and user-friendly
- C) Flashy with many animations
- D) Only text-based

✓ **Answer: B) Simple, consistent, and user-friendly**

**Q39.**

**Empathy maps are used to:**

- A) Map server requests
- B) Understand user feelings, thoughts, and behaviors
- C) Plan database tables
- D) Chart network traffic

✓ **Answer: B) Understand user feelings, thoughts, and behaviors**

**Q40.**

**Which of the following best defines a 'pain point' in UX?**

- A) A bug in the code
- B) A specific problem that frustrates users
- C) A slow server response
- D) A missing database record

✓ **Answer: B) A specific problem that frustrates users**

**Q41.**

**User-Centered Design (UCD) prioritizes:**

- A) Developer convenience
- B) Business profit only
- C) User needs and goals throughout the design process
- D) Server efficiency

✓ **Answer: C) User needs and goals throughout the design process**

**Q42.**

**Which document captures what users need from a system?**

- A) API documentation
- B) User Requirements Document (URD)
- C) Network topology map
- D) Database schema

✓ **Answer: B) User Requirements Document (URD)**

**Q43.**

**Breadcrumbs in navigation help users:**

- A) Log out faster
- B) Know their location within the site hierarchy
- C) Search more efficiently
- D) Submit forms quickly

✓ **Answer: B) Know their location within the site hierarchy**

**Q44.**

**Accessibility in UI/UX refers to:**

- A) Making websites load faster
- B) Designing for all users including those with disabilities
- C) Reducing code size
- D) Improving animations

✓ **Answer: B) Designing for all users including those with disabilities**

**Q45.**

**Which of the following is an example of feedback in UI?**

- A) Database query
- B) A button changing color when clicked
- C) Server logging
- D) Code compilation

✓ **Answer: B) A button changing color when clicked**

**Q46.**

**Affordance in UX design means:**

- A) The cost of the design
- B) A design feature that suggests how an object should be used
- C) Server performance
- D) Animation speed

✓ **Answer: B) A design feature that suggests how an object should be used**

**Q47.**

**Which is the best example of affordance?**

- A) A flat text label
- B) A 3D-looking button suggesting it can be clicked
- C) A hidden menu
- D) A decorative image

✓ Answer: B) A 3D-looking button suggesting it can be clicked

**Q48.**

**User flow refers to:**

- A) Network data flow
- B) The path a user takes to complete a task in an app
- C) Database read operations
- D) Code execution sequence

✓ Answer: B) The path a user takes to complete a task in an app

**Q49.**

**A sitemap is used in UX to:**

- A) Store user data
- B) Visualize the structure and hierarchy of a website
- C) Design color palettes
- D) Write API endpoints

✓ Answer: B) Visualize the structure and hierarchy of a website

**Q50.**

**Which of the following is a common UX research method?**

- A) Load balancing
- B) Usability testing
- C) Code profiling
- D) SQL optimization

✓ Answer: B) Usability testing

**Q51.**

**A/B Testing in UX is used to:**

- A) Debug code
- B) Compare two design versions to see which performs better
- C) Test server capacity
- D) Check network speed

✓ Answer: B) Compare two design versions to see which performs better

**Q52.**

**Heuristic evaluation is:**

- A) User testing with real users
- B) Expert review of UI against usability principles
- C) A/B testing
- D) Load testing

✓ Answer: B) Expert review of UI against usability principles

**Q53.**

**Which design principle says 'Less is more'?**

- A) Redundancy
- B) Minimalism
- C) Symmetry
- D) Hierarchy

✓ **Answer: B) Minimalism**

**Q54.**

**Visual hierarchy in UI refers to:**

- A) Server processing order
- B) Arranging elements to show their order of importance
- C) Database table relations
- D) Code execution hierarchy

✓ **Answer: B) Arranging elements to show their order of importance**

**Q55.**

**White space (negative space) in UI design helps:**

- A) Fill empty areas with decorations
- B) Improve readability and reduce clutter
- C) Increase content density
- D) Add more colors

✓ **Answer: B) Improve readability and reduce clutter**

**Q56.**

**Contrast in UI design is used to:**

- A) Make text invisible
- B) Make important elements stand out
- C) Reduce visual appeal
- D) Slow loading

✓ **Answer: B) Make important elements stand out**

**Q57.**

**Which color model is used for digital screens?**

- A) CMYK
- B) RGB
- C) HSL only
- D) Pantone

✓ **Answer: B) RGB**

**Q58.**

**WCAG stands for:**

- A) Web Content Accessibility Guidelines
- B) Web Code Architecture Guide
- C) Wide Color Application Graph
- D) Web Component API Gateway

✓ **Answer: A) Web Content Accessibility Guidelines**

**Q59.**

**A card sorting exercise in UX is used for:**

- A) Payment processing
- B) Organizing information architecture
- C) Database normalization
- D) Server deployment

✓ **Answer: B) Organizing information architecture**

**Q60.**

**Which tool is commonly used for creating mind maps in UX?**

- A) MySQL
- B) MindMeister or XMind
- C) Node.js
- D) Docker

✓ **Answer: B) MindMeister or XMind**

**Q61.**

**Iterative design means:**

- A) Designing once and finalizing
- B) Continuously improving design based on feedback
- C) Copying existing designs
- D) Skipping testing

✓ **Answer: B) Continuously improving design based on feedback**

**Q62.**

**The 'Test' phase in Design Thinking uses:**

- A) Finalized code
- B) Prototypes to gather user feedback
- C) Database queries
- D) Server logs

✓ **Answer: B) Prototypes to gather user feedback**

**Q63.**

**Stakeholders in a project are:**

- A) Only end users
- B) All people who have an interest or are affected by the project
- C) Only developers
- D) Only managers

✓ **Answer: B) All people who have an interest or are affected by the project**

**Q64.**

**Which is NOT a step in Design Thinking?**

- A) Empathy
- B) Ideate
- C) Deploy
- D) Prototype

✓ **Answer: C) Deploy**

**Q65.**

**User interviews differ from surveys because:**

- A) Surveys allow deeper follow-up questions
- B) Interviews allow direct conversation and deeper insights
- C) Interviews are always online
- D) Surveys take longer

✓ **Answer: B) Interviews allow direct conversation and deeper insights**

**Q66.**

**The term 'persona' in UX refers to:**

- A) A real user account
- B) A fictional character representing a user segment
- C) A database record
- D) A server role

✓ **Answer: B) A fictional character representing a user segment**

**Q67.**

**Contextual inquiry involves:**

- A) Email surveys
- B) Observing users in their natural environment while they work
- C) Remote testing only
- D) Group brainstorming

✓ **Answer: B) Observing users in their natural environment while they work**

**Q68.**

**Focus groups in UX research are used to:**

- A) Conduct one-on-one interviews
- B) Gather opinions from a group of representative users
- C) Test server performance
- D) Audit code quality

✓ **Answer: B) Gather opinions from a group of representative users**

**Q69.**

**Which of the following is a quantitative UX research method?**

- A) User interviews
- B) Analytics and usage statistics
- C) Focus groups
- D) Ethnographic studies

✓ **Answer: B) Analytics and usage statistics**

**Q70.**

**Which of the following is a qualitative UX research method?**

- A) Heatmaps
- B) Click tracking
- C) In-depth user interviews
- D) Conversion rate analysis

✓ **Answer: C) In-depth user interviews**

## UNIT II: UX, User Persona, Figma & Balsamiq

**Q71.**

**A User Persona is created based on:**

- A) Designer preferences
- B) Actual user research data
- C) Marketing assumptions
- D) Random selection

✓ Answer: B) Actual user research data

**Q72.**

**User metadata typically includes:**

- A) Server IP addresses
- B) Age, behavior patterns, goals, and demographics
- C) CSS stylesheets
- D) API endpoints

✓ Answer: B) Age, behavior patterns, goals, and demographics

**Q73.**

**A User Interview is conducted to:**

- A) Sell products to users
- B) Understand user needs, behaviors, and frustrations
- C) Teach users how to code
- D) Test server performance

✓ Answer: B) Understand user needs, behaviors, and frustrations

**Q74.**

**A Stakeholder Interview helps to understand:**

- A) User pain points
- B) Business goals, constraints, and expectations
- C) Server configurations
- D) Database schemas

✓ Answer: B) Business goals, constraints, and expectations

**Q75.**

**Figma is primarily a:**

- A) Backend development tool
- B) Collaborative UI design and prototyping tool
- C) Database management system
- D) Version control system

✓ Answer: B) Collaborative UI design and prototyping tool

**Q76.**

**Balsamiq is best known for:**

- A) High-fidelity vector illustrations
- B) Quick low-fidelity wireframing with a sketchy style
- C) 3D modeling
- D) Video editing

✓ Answer: B) Quick low-fidelity wireframing with a sketchy style

**Q77.**

**Components in Figma are:**

- A) Database tables
- B) Reusable, consistent UI elements
- C) Server modules
- D) JavaScript functions

✓ **Answer: B) Reusable, consistent UI elements**

**Q78.**

**Variants in Figma allow:**

- A) Multiple color themes for the entire project
- B) Different states of a component in one organized group
- C) Running code inside Figma
- D) Publishing apps to the App Store

✓ **Answer: B) Different states of a component in one organized group**

**Q79.**

**Auto Layout in Figma is used for:**

- A) Auto-saving files
- B) Creating responsive frames that adapt to content
- C) Generating code automatically
- D) Setting server parameters

✓ **Answer: B) Creating responsive frames that adapt to content**

**Q80.**

**Frames in Figma represent:**

- A) Database records
- B) Screen or artboard containers that define a canvas
- C) Font files
- D) Server requests

✓ **Answer: B) Screen or artboard containers that define a canvas**

**Q81.**

**Grids in Figma help with:**

- A) Animating elements
- B) Consistent alignment and spacing of elements
- C) Writing CSS code
- D) User authentication

✓ **Answer: B) Consistent alignment and spacing of elements**

**Q82.**

**Layout Grids in Figma can be set to:**

- A) Only columns
- B) Grid, Columns, or Rows
- C) Only rows
- D) Only pixels

✓ **Answer: B) Grid, Columns, or Rows**

**Q83.**

**Mobile Responsiveness means:**

- A) The app responds to voice commands
- B) Design adapts to different screen sizes and orientations
- C) Fast server response times
- D) Fewer HTTP requests

✓ Answer: B) Design adapts to different screen sizes and orientations

**Q84.**

**Media queries in CSS are used to:**

- A) Query the database
- B) Apply styles based on device screen size or characteristics
- C) Fetch API data
- D) Manage server sessions

✓ Answer: B) Apply styles based on device screen size or characteristics

**Q85.**

**Adaptive layouts differ from responsive layouts in that:**

- A) They are slower
- B) They snap to predefined breakpoints rather than fluid resizing
- C) They don't use CSS
- D) They only work on desktop

✓ Answer: B) They snap to predefined breakpoints rather than fluid resizing

**Q86.**

**Low-fidelity wireframes are characterized by:**

- A) Pixel-perfect design with colors
- B) Basic shapes and placeholders without detailed styling
- C) Fully interactive prototypes
- D) Final UI ready for development

✓ Answer: B) Basic shapes and placeholders without detailed styling

**Q87.**

**High-fidelity wireframes are characterized by:**

- A) Hand-drawn sketches
- B) Detailed, realistic UI with colors, fonts, and images
- C) Simple boxes and lines
- D) Text-only layouts

✓ Answer: B) Detailed, realistic UI with colors, fonts, and images

**Q88.**

**Color Psychology in UX refers to:**

- A) Choosing colors randomly
- B) Using colors intentionally to influence user emotions and actions
- C) Printing color profiles
- D) Calibrating monitors

✓ Answer: B) Using colors intentionally to influence user emotions and actions

**Q89.**

**The color red in UI typically conveys:**

- A) Calmness
- B) Trust
- C) Urgency, danger, or error
- D) Nature and growth

✓ **Answer: C) Urgency, danger, or error**

**Q90.**

**The color blue in UI typically conveys:**

- A) Danger
- B) Trust, professionalism, and calm
- C) Excitement
- D) Envy

✓ **Answer: B) Trust, professionalism, and calm**

**Q91.**

**Typography in UI includes:**

- A) Database table structures
- B) Font selection, size, weight, spacing, and readability
- C) Network protocols
- D) Server configurations

✓ **Answer: B) Font selection, size, weight, spacing, and readability**

**Q92.**

**Readability in typography refers to:**

- A) How fast text loads
- B) How easy it is to read and comprehend blocks of text
- C) The number of fonts used
- D) Font file size

✓ **Answer: B) How easy it is to read and comprehend blocks of text**

**Q93.**

**Legibility in typography refers to:**

- A) Text speed
- B) How easily individual characters can be distinguished
- C) Font licensing
- D) Text animation speed

✓ **Answer: B) How easily individual characters can be distinguished**

**Q94.**

**Font pairing refers to:**

- A) Using identical fonts everywhere
- B) Combining complementary fonts for visual harmony
- C) Mixing random fonts
- D) Using only system fonts

✓ **Answer: B) Combining complementary fonts for visual harmony**

**Q95.**

**A UI Design System is:**

- A) An operating system for designers
- B) A collection of reusable components, guidelines, and standards
- C) A prototyping tool
- D) A database of fonts

✓ **Answer: B) A collection of reusable components, guidelines, and standards**

**Q96.**

**Navigation Bars in mobile UI are typically placed:**

- A) In the middle of the screen
- B) At the top or bottom of the screen
- C) On the left side only
- D) Behind content

✓ **Answer: B) At the top or bottom of the screen**

**Q97.**

**Buttons in UI must clearly communicate:**

- A) Backend logic
- B) The action that will happen when clicked
- C) Network status
- D) File structure

✓ **Answer: B) The action that will happen when clicked**

**Q98.**

**A hamburger menu icon (☰) in UI represents:**

- A) A food ordering feature
- B) A hidden navigation menu
- C) Settings page
- D) User profile

✓ **Answer: B) A hidden navigation menu**

**Q99.**

**Forms in UI should be designed to:**

- A) Collect maximum data always
- B) Be as simple as possible and reduce user effort
- C) Have many mandatory fields
- D) Use complex validation

✓ **Answer: B) Be as simple as possible and reduce user effort**

**Q100.**

**Prototyping in Figma allows designers to:**

- A) Deploy apps to production
- B) Simulate user interactions and test navigation flows
- C) Write JavaScript code
- D) Manage databases

✓ **Answer: B) Simulate user interactions and test navigation flows**

**Q101.**

**Which Figma feature allows you to link screens for navigation?**

- A) Variants
- B) Prototyping connections / interactions
- C) Auto Layout
- D) Grids

✓ Answer: B) Prototyping connections / interactions

**Q102.**

**The purpose of creating User Personas is to:**

- A) Replace user research
- B) Help designers empathize with and design for specific user groups
- C) Generate revenue
- D) Automate testing

✓ Answer: B) Help designers empathize with and design for specific user groups

**Q103.**

**A typical User Persona includes:**

- A) Server IP and port
- B) Name, age, goals, frustrations, and behaviors
- C) CSS styles
- D) API keys

✓ Answer: B) Name, age, goals, frustrations, and behaviors

**Q104.**

**UI Components are:**

- A) Backend modules
- B) Individual building blocks of a user interface like buttons and inputs
- C) Database stored procedures
- D) Network packets

✓ Answer: B) Individual building blocks of a user interface like buttons and inputs

**Q105.**

**Which of the following is NOT a UI component?**

- A) Button
- B) Navigation Bar
- C) SQL Query
- D) Form Input

✓ Answer: C) SQL Query

**Q106.**

**Spacing in UI design affects:**

- A) Server load
- B) Visual hierarchy, readability, and breathing room
- C) Database performance
- D) Code compilation

✓ Answer: B) Visual hierarchy, readability, and breathing room

**Q107.**

**The 8-point grid system in UI design refers to:**

- A) Using 8 colors only
- B) Basing all spacing and sizing on multiples of 8px
- C) 8 navigation items maximum
- D) 8 font sizes only

✓ **Answer: B) Basing all spacing and sizing on multiples of 8px**

**Q108.**

**Prototyping is done before:**

- A) Requirement gathering
- B) Development, to validate design decisions
- C) User research
- D) Stakeholder meetings

✓ **Answer: B) Development, to validate design decisions**

**Q109.**

**Figma supports real-time collaboration because:**

- A) It is installed on local machines only
- B) It is a cloud-based tool where multiple users work simultaneously
- C) It uses blockchain
- D) It requires VPN

✓ **Answer: B) It is a cloud-based tool where multiple users work simultaneously**

**Q110.**

**What is a wireframe?**

- A) A finished UI design
- B) A skeletal blueprint showing the structure of a screen
- C) Backend API structure
- D) Database schema

✓ **Answer: B) A skeletal blueprint showing the structure of a screen**

**Q111.**

**The difference between wireframe and mockup is:**

- A) There is no difference
- B) Wireframes show structure; mockups add visual design details
- C) Mockups are less detailed
- D) Wireframes include code

✓ **Answer: B) Wireframes show structure; mockups add visual design details**

**Q112.**

**Sans-serif fonts in UI are preferred for:**

- A) Print media
- B) Digital screens due to better readability
- C) Legal documents
- D) Old browsers

✓ **Answer: B) Digital screens due to better readability**

**Q113.**

**Serif fonts are often used to convey:**

- A) Modernity and simplicity
- B) Tradition, authority, and elegance
- C) Playfulness
- D) Technical information

✓ **Answer: B) Tradition, authority, and elegance**

**Q114.**

**Line height in typography affects:**

- A) Font color
- B) Readability and spacing between lines of text
- C) Image quality
- D) Page load speed

✓ **Answer: B) Readability and spacing between lines of text**

**Q115.**

**Kerning in typography refers to:**

- A) Line spacing
- B) Spacing between individual characters
- C) Paragraph margins
- D) Font weight

✓ **Answer: B) Spacing between individual characters**

**Q116.**

**Which color scheme uses colors opposite on the color wheel?**

- A) Analogous
- B) Complementary
- C) Monochromatic
- D) Triadic

✓ **Answer: B) Complementary**

**Q117.**

**Monochromatic color scheme uses:**

- A) All colors of the rainbow
- B) Different shades and tints of a single color
- C) Only black and white
- D) Three colors evenly spaced

✓ **Answer: B) Different shades and tints of a single color**

**Q118.**

**In Figma, a 'Master Component' is:**

- A) The most recent file version
- B) The original component from which instances are derived
- C) The largest frame
- D) The exported file

✓ **Answer: B) The original component from which instances are derived**

**Q119.**

**An 'Instance' in Figma is:**

- A) A copy of a component that inherits master properties
- B) A separate file
- C) A color style
- D) A text layer

✓ Answer: A) A copy of a component that inherits master properties

**Q120.**

**Hover state in UI design refers to:**

- A) State when the page is loading
- B) Visual change when a user moves cursor over an element
- C) When the app crashes
- D) The default idle state

✓ Answer: B) Visual change when a user moves cursor over an element

**Q121.**

**Active state in UI refers to:**

- A) When the app is running in background
- B) The visual state of an element while being clicked or selected
- C) Network active connections
- D) Server running state

✓ Answer: B) The visual state of an element while being clicked or selected

**Q122.**

**Disabled state in UI means:**

- A) The page has crashed
- B) An element that is visible but not currently interactive
- C) User is logged out
- D) Server is offline

✓ Answer: B) An element that is visible but not currently interactive

**Q123.**

**Dark mode in UI provides:**

- A) Lower contrast
- B) A dark color scheme that reduces eye strain in low-light conditions
- C) Slower loading
- D) Less accessibility

✓ Answer: B) A dark color scheme that reduces eye strain in low-light conditions

**Q124.**

**What does 'breakpoint' mean in responsive design?**

- A) When the app crashes
- B) A specific screen width where the layout changes
- C) A server error
- D) A database constraint

✓ Answer: B) A specific screen width where the layout changes

**Q125.**

**Which screen size is considered mobile first?**

- A) 1920px
- B) 768px
- C) 320px–480px
- D) 1280px

✓ Answer: C) 320px–480px

**Q126.**

**Flexbox in CSS is used for:**

- A) Database queries
- B) Creating flexible one-dimensional layouts
- C) Server routing
- D) API management

✓ Answer: B) Creating flexible one-dimensional layouts

**Q127.**

**CSS Grid is used for:**

- A) Styling typography only
- B) Creating two-dimensional layouts with rows and columns
- C) Animation only
- D) Database joins

✓ Answer: B) Creating two-dimensional layouts with rows and columns

**Q128.**

**In UI design, 'above the fold' refers to:**

- A) Content at the bottom of the page
- B) Visible content without scrolling when a page loads
- C) Print content area
- D) Server header

✓ Answer: B) Visible content without scrolling when a page loads

**Q129.**

**Call to Action (CTA) in UI refers to:**

- A) A pop-up error message
- B) A prominent element prompting user to take a specific action
- C) A loading spinner
- D) A footer link

✓ Answer: B) A prominent element prompting user to take a specific action

**Q130.**

**Microinteractions in UI are:**

- A) Tiny animations or responses that give feedback to user actions
- B) Database micro-transactions
- C) Small fonts
- D) Miniature icons

✓ Answer: A) Tiny animations or responses that give feedback to user actions

**Q131.**

**Gesture-based navigation on mobile includes:**

- A) Mouse clicks
- B) Swipe, pinch, tap, and long press
- C) Keyboard shortcuts
- D) Voice commands

✓ Answer: B) Swipe, pinch, tap, and long press

**Q132.**

**Icon design in UI should be:**

- A) Complex and detailed
- B) Simple, recognizable, and meaningful
- C) Always colorful
- D) Always text-based

✓ Answer: B) Simple, recognizable, and meaningful

**Q133.**

**Tooltip in UI is:**

- A) A floating menu
- B) A small informational popup appearing on hover
- C) A navigation bar
- D) A form input

✓ Answer: B) A small informational popup appearing on hover

**Q134.**

**Modal/Dialog box in UI is used to:**

- A) Navigate to a new page
- B) Display important information or require user action without leaving the page
- C) Upload files
- D) Submit the main form

✓ Answer: B) Display important information or require user action without leaving the page

**Q135.**

**Loading spinner in UI provides:**

- A) Error information
- B) Feedback that the system is processing and the user should wait
- C) Navigation options
- D) Content preview

✓ Answer: B) Feedback that the system is processing and the user should wait

**Q136.**

**Progress bar in UI shows:**

- A) Battery level
- B) How far along a process or task is
- C) Network bandwidth
- D) Memory usage

✓ Answer: B) How far along a process or task is

**Q137.**

**Skeleton screens in UI are used to:**

- A) Show error messages
- B) Display placeholder content while actual content is loading
- C) Display animation
- D) Show system logs

✓ Answer: B) Display placeholder content while actual content is loading

**Q138.**

**Onboarding in UX refers to:**

- A) Server configuration
- B) Guiding new users to understand and start using an application
- C) Database setup
- D) Backend deployment

✓ Answer: B) Guiding new users to understand and start using an application

**Q139.**

**Infinite scroll is a UI pattern used in:**

- A) Form validation
- B) Content-heavy apps to load more content as user scrolls down
- C) Authentication flows
- D) File management

✓ Answer: B) Content-heavy apps to load more content as user scrolls down

**Q140.**

**Pagination in UI is used to:**

- A) Animate page transitions
- B) Divide large content into multiple pages for better management
- C) Load all content at once
- D) Redirect users

✓ Answer: B) Divide large content into multiple pages for better management

**Q141.**

**Search functionality in UI should ideally:**

- A) Only search exact matches
- B) Be prominent, fast, and return relevant results
- C) Require login to use
- D) Be hidden until requested

✓ Answer: B) Be prominent, fast, and return relevant results

**Q142.**

**Filters in UI help users:**

- A) Delete unwanted items
- B) Narrow down large datasets to find specific content
- C) Log out of the system
- D) Upload files

✓ Answer: B) Narrow down large datasets to find specific content

**Q143.**

**Accordion UI component is used to:**

- A) Play music
- B) Show and hide sections of content to save space
- C) Animate transitions
- D) Navigate between pages

✓ Answer: B) Show and hide sections of content to save space

**Q144.**

**Tab navigation in UI allows:**

- A) Opening browser tabs
- B) Switching between different sections within the same page
- C) Closing the application
- D) Database switching

✓ Answer: B) Switching between different sections within the same page

**Q145.**

**Carousel in UI is used to:**

- A) Rotate server tasks
- B) Display multiple items like images or cards in a sliding format
- C) Animate loading screens
- D) Manage user accounts

✓ Answer: B) Display multiple items like images or cards in a sliding format

**Q146.**

**Card UI component is best used for:**

- A) Database storage
- B) Displaying grouped content like a product or article summary
- C) Form inputs
- D) Navigation only

✓ Answer: B) Displaying grouped content like a product or article summary

**Q147.**

**Notification badge in UI shows:**

- A) The app version
- B) Number of unread messages or pending actions
- C) Battery level
- D) Network status

✓ Answer: B) Number of unread messages or pending actions

**Q148.**

**Dropdown menu in UI is best for:**

- A) Displaying large images
- B) Presenting a list of options where only one can be selected
- C) Video playback
- D) Writing text

✓ Answer: B) Presenting a list of options where only one can be selected

**Q149.**

**Radio buttons in UI are used when:**

- A) Multiple options can be selected
- B) Only one option from a group can be selected
- C) Free text input is needed
- D) Files need to be uploaded

✓ Answer: B) Only one option from a group can be selected

**Q150.**

**Checkboxes in UI are used when:**

- A) Only one option can be selected
- B) One or more options can be selected simultaneously
- C) Text input is required
- D) Images need to be uploaded

✓ Answer: B) One or more options can be selected simultaneously

## UNIT III: Designing an Application

**Q151.**

**App Idea Generation involves:**

- A) Writing server code
- B) Brainstorming and ideation techniques to generate app concepts
- C) Database design
- D) Network setup

✓ Answer: B) Brainstorming and ideation techniques to generate app concepts

**Q152.**

**Concept Validation in app design ensures:**

- A) The app uses the latest technology
- B) The idea solves a real user problem and is viable
- C) The code is bug-free
- D) The server is configured

✓ Answer: B) The idea solves a real user problem and is viable

**Q153.**

**Business Requirements vs User Needs differ because:**

- A) There is no difference
- B) Business requirements focus on organizational goals; user needs on user goals
- C) User needs are less important
- D) Business requirements are created by developers

✓ Answer: B) Business requirements focus on organizational goals; user needs on user goals

**Q154.**

**Feature Prioritization helps teams decide:**

- A) Which colors to use
- B) Which features to build first based on value and impact
- C) Which server to deploy on
- D) Which database to use

✓ **Answer: B) Which features to build first based on value and impact**

**Q155.**

**Lo-Fi wireframes are created during which phase?**

- A) Final design
- B) Early ideation and concept testing phase
- C) Development
- D) Launch

✓ **Answer: B) Early ideation and concept testing phase**

**Q156.**

**Hi-Fi wireframes are used for:**

- A) Initial brainstorming
- B) Final design handoff and detailed stakeholder presentations
- C) Quick sketches
- D) Server architecture

✓ **Answer: B) Final design handoff and detailed stakeholder presentations**

**Q157.**

**Interactive Prototyping means:**

- A) Writing fully functional code
- B) Creating clickable mockups that simulate real user flows
- C) Designing static images
- D) Building a database

✓ **Answer: B) Creating clickable mockups that simulate real user flows**

**Q158.**

**In Figma, linking pages in a prototype allows:**

- A) Exporting the design to CSS
- B) Simulating navigation between different screens
- C) Running JavaScript
- D) Connecting to a backend

✓ **Answer: B) Simulating navigation between different screens**

**Q159.**

**Linking components in Figma prototype means:**

- A) Creating new components
- B) Making interactive elements trigger screen transitions
- C) Duplicating files
- D) Syncing with GitHub

✓ **Answer: B) Making interactive elements trigger screen transitions**

**Q160.**

**Requirement Analysis in app design involves:**

- A) Writing the final app code
- B) Identifying, documenting, and prioritizing what the app must do
- C) Designing the logo
- D) Setting up servers

✓ **Answer: B) Identifying, documenting, and prioritizing what the app must do**

**Q161.**

**The correct app design sequence is:**

- A) Code → Design → Research
- B) Ideation → Requirement Analysis → Wireframing → Prototype → Testing
- C) Launch → Design → Test
- D) Deploy → Code → Design

✓ **Answer: B) Ideation → Requirement Analysis → Wireframing → Prototype → Testing**

**Q162.**

**User testing of a prototype helps to:**

- A) Deploy the app
- B) Identify usability issues before development begins
- C) Optimize server performance
- D) Write API documentation

✓ **Answer: B) Identify usability issues before development begins**

**Q163.**

**Which type of wireframe is created first in app design?**

- A) High-fidelity
- B) Low-fidelity
- C) Final UI
- D) Code prototype

✓ **Answer: B) Low-fidelity**

**Q164.**

**Paper prototyping is a form of:**

- A) High-fidelity prototyping
- B) Low-fidelity prototyping done on paper
- C) Digital wireframing
- D) Backend testing

✓ **Answer: B) Low-fidelity prototyping done on paper**

**Q165.**

**Usability testing during prototyping reveals:**

- A) Server errors
- B) How real users interact with the design and where they face issues
- C) Database problems
- D) Network latency

✓ **Answer: B) How real users interact with the design and where they face issues**

Q166.

**MoSCoW method in feature prioritization stands for:**

- A) Must have, Should have, Could have, Won't have
- B) Maximum, Standard, Customized, Optional
- C) Modern, Simple, Clean, Optimized
- D) Main, Sub, Core, Outer

✓ Answer: A) Must have, Should have, Could have, Won't have

Q167.

**A user story in app design is written as:**

- A) 'The server should process data'
- B) 'As a [user], I want [feature] so that [benefit]'
- C) 'Database should store records'
- D) 'API must return JSON'

✓ Answer: B) 'As a [user], I want [feature] so that [benefit]'

Q168.

**Sprint in agile design means:**

- A) Running the app quickly
- B) A short, time-boxed period to complete a set of design tasks
- C) A database optimization run
- D) A server benchmark test

✓ Answer: B) A short, time-boxed period to complete a set of design tasks

Q169.

**MVP stands for in product design:**

- A) Most Valuable Product
- B) Minimum Viable Product
- C) Maximum Value Prototype
- D) Mobile-first Visual Product

✓ Answer: B) Minimum Viable Product

Q170.

**An MVP is built to:**

- A) Deliver the fully-featured product
- B) Test core assumptions with minimum features and maximum learning
- C) Replace the prototype
- D) Launch to all users immediately

✓ Answer: B) Test core assumptions with minimum features and maximum learning

Q171.

**Figma's comment feature is used to:**

- A) Write code inside Figma
- B) Leave feedback and notes for team collaboration
- C) Export designs
- D) Sync with databases

✓ Answer: B) Leave feedback and notes for team collaboration

**Q172.**

**Design handoff to developers involves:**

- A) Giving developers login access only
- B) Sharing design specs, assets, and guidelines for implementation
- C) Writing code for developers
- D) Deploying the app

✓ Answer: B) Sharing design specs, assets, and guidelines for implementation

**Q173.**

**Zeplin is a tool used for:**

- A) Creating wireframes
- B) Design handoff — sharing design specs with developers
- C) User testing
- D) Backend development

✓ Answer: B) Design handoff — sharing design specs with developers

**Q174.**

**User Acceptance Testing (UAT) is:**

- A) Testing done by developers
- B) Final testing done by actual users to validate the product meets requirements
- C) Automated unit testing
- D) Server stress testing

✓ Answer: B) Final testing done by actual users to validate the product meets requirements

**Q175.**

**Responsive design ensures that:**

- A) All users get the same fixed layout
- B) The app works well across all screen sizes and devices
- C) Only desktop users are served
- D) Mobile apps are excluded

✓ Answer: B) The app works well across all screen sizes and devices

**Q176.**

**Design principles like CRAP stand for:**

- A) Color, Rendering, Alignment, Prototype
- B) Contrast, Repetition, Alignment, Proximity
- C) Create, Refine, Animate, Publish
- D) Color, Resolution, Art, Print

✓ Answer: B) Contrast, Repetition, Alignment, Proximity

**Q177.**

**Proximity in design means:**

- A) Using the same colors nearby
- B) Grouping related elements together to show they are connected
- C) Spacing elements equally everywhere
- D) Making all elements the same size

✓ Answer: B) Grouping related elements together to show they are connected

**Q178.**

**Alignment in design refers to:**

- A) Using the same font everywhere
- B) Organizing elements along a common axis for visual order
- C) Matching colors
- D) Centering all text

✓ Answer: B) Organizing elements along a common axis for visual order

**Q179.**

**Repetition in design is used to:**

- A) Copy the same layout from other websites
- B) Create visual consistency by repeating design elements
- C) Show errors repeatedly
- D) Repeat navigation items

✓ Answer: B) Create visual consistency by repeating design elements

**Q180.**

**Which of the following best describes a 'clickable prototype'?**

- A) A fully coded application
- B) An interactive design where users can click through simulated flows
- C) A static PDF of screens
- D) A backend API test

✓ Answer: B) An interactive design where users can click through simulated flows

**Q181.**

**Transition effects in Figma prototypes are used to:**

- A) Export the design
- B) Add animation between screen navigations for realistic feel
- C) Write CSS transitions
- D) Sync with backend

✓ Answer: B) Add animation between screen navigations for realistic feel

**Q182.**

**Overlay in Figma prototype is used for:**

- A) Hiding components
- B) Showing modals, drawers, or pop-ups over the current screen
- C) Creating new pages
- D) Deleting frames

✓ Answer: B) Showing modals, drawers, or pop-ups over the current screen

**Q183.**

**Which file format is commonly used to export UI assets from Figma?**

- A) .exe
- B) .png, .svg, .jpg, .pdf
- C) .sql
- D) .java

✓ Answer: B) .png, .svg, .jpg, .pdf

**Q184.**

**SVG is preferred for icons in UI because:**

- A) It is a video format
- B) It is scalable without losing quality at any size
- C) It loads slower
- D) It is only for print

✓ **Answer: B) It is scalable without losing quality at any size**

**Q185.**

**A design token is:**

- A) A security token for login
- B) A named variable storing design values like colors, spacing, and fonts
- C) A database token
- D) An API key

✓ **Answer: B) A named variable storing design values like colors, spacing, and fonts**

**Q186.**

**User flow diagram shows:**

- A) Server request routes
- B) The step-by-step path a user takes to complete a task in the app
- C) Database ER diagram
- D) Network topology

✓ **Answer: B) The step-by-step path a user takes to complete a task in the app**

**Q187.**

**Task flow differs from user flow in that:**

- A) There is no difference
- B) Task flow focuses on one specific task; user flow covers the full journey
- C) Task flow includes emotions
- D) User flow is for developers only

✓ **Answer: B) Task flow focuses on one specific task; user flow covers the full journey**

**Q188.**

**Which of these is a good practice in form design?**

- A) Asking for all information on one long page
- B) Grouping related fields and using clear labels
- C) Hiding labels to save space
- D) Using red color for all fields

✓ **Answer: B) Grouping related fields and using clear labels**

**Q189.**

**Placeholder text in form fields should:**

- A) Replace the label
- B) Provide hints but not replace the label
- C) Always be in red
- D) Be left empty

✓ **Answer: B) Provide hints but not replace the label**

**Q190.**

**Error messages in forms should be:**

- A) Generic and hidden
- B) Specific, clear, and displayed near the field with the error
- C) Shown only after submission
- D) In small grey text

✓ Answer: B) Specific, clear, and displayed near the field with the error

**Q191.**

**Confirmation dialogs in UI are used when:**

- A) User logs in
- B) User performs an irreversible action like deleting data
- C) Page loads
- D) User searches

✓ Answer: B) User performs an irreversible action like deleting data

**Q192.**

**Empty state in UI design refers to:**

- A) Server downtime
- B) A designed screen shown when there is no content to display yet
- C) Blank code file
- D) Null database value

✓ Answer: B) A designed screen shown when there is no content to display yet

**Q193.**

**Onboarding screens in an app serve to:**

- A) Show advertisements
- B) Introduce key features and guide new users
- C) Display system logs
- D) Show error messages

✓ Answer: B) Introduce key features and guide new users

**Q194.**

**Splash screen in a mobile app is:**

- A) An error screen
- B) The initial screen shown while the app loads
- C) A payment page
- D) A login screen

✓ Answer: B) The initial screen shown while the app loads

**Q195.**

**Hamburger menu is commonly used in:**

- A) Desktop apps only
- B) Mobile apps to hide navigation to save screen space
- C) Backend dashboards
- D) Print designs

✓ Answer: B) Mobile apps to hide navigation to save screen space

**Q196.**

**Tab bar in mobile UI is placed:**

- A) At the top of the screen only
- B) At the bottom for primary navigation on iOS-style apps
- C) In the middle of content
- D) Hidden by default

✓ Answer: B) At the bottom for primary navigation on iOS-style apps

**Q197.**

**Floating Action Button (FAB) in mobile UI:**

- A) Appears only on desktop
- B) Represents the primary action on a screen, floating above content
- C) Is a form input
- D) Is part of the header

✓ Answer: B) Represents the primary action on a screen, floating above content

**Q198.**

**Pull-to-refresh gesture in mobile UI:**

- A) Logs out the user
- B) Allows users to refresh content by pulling down on the screen
- C) Deletes content
- D) Opens settings

✓ Answer: B) Allows users to refresh content by pulling down on the screen

**Q199.**

**Swipe gesture in mobile UI is commonly used for:**

- A) Zooming in
- B) Navigating between items, deleting, or revealing options
- C) Typing text
- D) Submitting forms

✓ Answer: B) Navigating between items, deleting, or revealing options

**Q200.**

**Long press gesture in mobile UI is used for:**

- A) Normal tap actions
- B) Accessing contextual menus or additional options
- C) Zooming out
- D) Scrolling

✓ Answer: B) Accessing contextual menus or additional options

**Q201.**

**Design sprint is a:**

- A) Server deployment process
- B) 5-day process for solving design problems through design and testing
- C) Code sprint
- D) Database sprint

✓ Answer: B) 5-day process for solving design problems through design and testing

**Q202.**

**Information hierarchy in UI is established using:**

- A) Random font sizes
- B) Size, color, weight, and spacing to guide the eye
- C) Only color
- D) Identical styling for all text

✓ Answer: B) Size, color, weight, and spacing to guide the eye

**Q203.**

**Above-the-fold content should always:**

- A) Be hidden on mobile
- B) Include the most important information and a clear CTA
- C) Be in small text
- D) Avoid images

✓ Answer: B) Include the most important information and a clear CTA

**Q204.**

**Gestalt principles in design include:**

- A) TCP/IP, DNS, HTTP
- B) Proximity, Similarity, Continuity, Closure
- C) CRUD, REST, API
- D) MVC, MVP, MVVM

✓ Answer: B) Proximity, Similarity, Continuity, Closure

**Q205.**

**Similarity in Gestalt principles means:**

- A) All elements look exactly the same
- B) Elements that look alike are perceived as belonging together
- C) Identical font sizes only
- D) Same background color for all

✓ Answer: B) Elements that look alike are perceived as belonging together

**Q206.**

**Closure in Gestalt principles means:**

- A) The app is shutting down
- B) The mind fills in gaps to perceive a complete shape
- C) Closing a modal
- D) Ending user session

✓ Answer: B) The mind fills in gaps to perceive a complete shape

**Q207.**

**Figure-ground in Gestalt means:**

- A) Background color selection
- B) The ability to distinguish an object (figure) from its background (ground)
- C) Image resolution
- D) Grid alignment

✓ Answer: B) The ability to distinguish an object (figure) from its background (ground)

**Q208.**

**Which is the best practice for button design?**

- A) Use very small text on buttons
- B) Make buttons large enough to tap, with clear labels and high contrast
- C) Hide buttons in menus
- D) Use only icon buttons without labels

✓ Answer: B) Make buttons large enough to tap, with clear labels and high contrast

**Q209.**

**A design critique session is used to:**

- A) Delete old designs
- B) Review and give constructive feedback on design work
- C) Code the final product
- D) Deploy the application

✓ Answer: B) Review and give constructive feedback on design work

**Q210.**

**The most important goal of any UX designer is to:**

- A) Create visually stunning designs only
- B) Solve real user problems and create products that are useful, usable, and desirable
- C) Impress clients with animations
- D) Use the latest design tools

✓ Answer: B) Solve real user problems and create products that are useful, usable, and desirable

**Best of luck with your exam! ■**

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