

ST. ANDREWS SCOTS SR. SEC. SCHOOL

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Session - 2025-2026

Class - VII

Subject - Computer

Topic - L - 7 (Humans and Machines)

Q1 Tick the correct option.

1. (iii) Interaction
2. (i) 1873
3. (iii) Dexmo
4. (i) Touch - sensitive
5. (ii) Dr. Hideo Kodama
6. (ii) 1952

Q2 Fill in the blanks

1. Voice user
2. Eye tracker
3. XBOX
4. Android
5. Smart gloves

Q3 State True and False.

1. False
2. False
3. False
4. True
5. True

Q4 Answer these questions.

Ans 1. This interface lets its users to interact using screens or menus . It is a very common way of interaction.

Ans 2 . The 4 stages of HMI are:

1. **Intention:** This is the first stage of HMI. In this stage the user first sets the goal for interaction.
2. **Selection:** This stage is also defined as the selection of action. In this stage order of actions are set.
3. **Execution:** Once the course of action is set it moves for the execution. In this stage the action is performed.
4. **Evaluation:** This is very important stage in HMI as the success of the interaction depends upon the feedback.

Ans3. Advantages of Command line interface

It is good for expert users as system gives immediate response and needs the least computer resources.

Disadvantages of Command line interface

Users must have knowledge of specific commands or languages, and text - based interface is not as user - friendly as graphical interfaces.

Ans 4. Ivan Sutherland created the first head- mounted display called Sword of Damocles in 1968. It was connected to a computer. The idea behind its creation was to change the perspective image as the user moved his head.

Ans 5. In future, the user interface is going to achieve a new level with the integration of AI. The keyboard and mouse will be replaced by smart gloves that will be able to recognise gestures and act accordingly.

Solve the crossword

Across

1. DATAR

3. SEIKO

5. GAMING JOYSTICK

Down

1. DEXMO EXOSKELETON

2. ENIAC

4. WII