



• Please, focus while reading the questions, I trust your skills

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| 1 | Multimedia application is used in _____. (a) Advertisement, arts, occupation (b) Medicines, science, mathematics (c) Education, entertainment, scientific research <input checked="" type="checkbox"/> (d) All of these |
| 2 | _____ is placing real-appearing computer graphics and video objects into scenes so as to take the physics of objects and lights (e.g., shadows) into account. <input checked="" type="checkbox"/> (a) Augmented reality (b) Virtual reality (c) Story-boarding (d) Prototyping |
| 3 | Hypermedia is not constrained to be text-based. It can include other media, such as graphics, images, and especially the continuous media-sound and video. <input checked="" type="checkbox"/> (a) True (b) False |
| 4 | Non-linear active content progresses often without any navigational control for the viewer such as a cinema presentation. (a) True <input checked="" type="checkbox"/> (b) False |
| 5 | _____ is a protocol that was originally designed for transmitting hypermedia, but it also supports transmission of any file type. (a) FTP (b) DNS <input checked="" type="checkbox"/> (c) HTTP (d) UDP |
| 6 | _____ is a collection of moving images with or without sound that give the viewer an illusion that the image is moving on screen. (a) Graphics <input checked="" type="checkbox"/> (b) Video (c) Script (d) Broadcasting |
| 7 | _____ : creation of multimedia productions, sometimes called "movies" or "presentations". (a) Programming (b) Scripting <input checked="" type="checkbox"/> (c) Multimedia authoring (d) Prototyping |
| 8 | _____ Metaphor: A linear presentation by default which is a traditional form of instruction where material is presented to a learner in a predetermined sequence. (a) Scripting Language <input checked="" type="checkbox"/> (b) Slide Show (c) Hierarchical (d) Frames |
| 9 | _____ Metaphor: Graphical icons are available in a toolbox, and authoring proceeds by creating a flow chart with icons attached. (a) Hierarchical (b) Slide Show <input checked="" type="checkbox"/> (c) Iconic/Flow-control (d) Frames |
| 10 | Video transitions can be an effective way to indicate a change to the next section. <input checked="" type="checkbox"/> (a) True (b) False |

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| 11 | Many different types of transitions exist; the main types are (a) cuts (b) wipes (c) dissolves (d) All of these |
| 12 | In Cross Dissolve "video transition", every pixel is affected gradually. (a) True (b) False |
| 13 | Which image files are a lossy format? (a) GIF (b) MPEG (c) JPEG (d) PNG |
| 14 | Expand JPEG. (a) Joint Photo Experts Gross (b) Joint Photographic Experts Group (c) Joint Processor Experts Group (d) Joint Photographic Expression Group |
| 15 | GIF means (a) Graphic Information File (b) Graphic Interchange Format (c) Graphic Information Format (d) Graphic Interchange File |
| 16 | Which compressions provide some loss of quality? (a) Lossy (b) Loss less (c) Cel based (d) Object based |
| 17 | _____ refers to any type of application or presentation that involves more than one type of media, such as text, graphics, video, animation, and sound. (a) An executable file (b) Desktop publishing (c) Multimedia (d) Hypertext |
| 18 | The text color in a presentation should contrast with the _____ color. (a) CPU (b) Frame (c) Stack (d) Background |
| 19 | _____ is the special effect used to introduce each slide in a slide presentation. (a) Animation (b) Bulleting (c) Transition (d) Mapping |
| 20 | A _____ displays a list of commands and usually appears in the toolbar at the top of the screen. (a) View (b) Menu (c) Kit (d) List |
| 21 | A _____ can be added to your presentation and then used to go to a variety of locations --- for example, a web address, an e-mail address, a custom show or document, just to name a few. (a) Menulink (b) Hyperlink (c) Toollink (d) Slidelink |
| 22 | A video consists of a sequence of _____. (a) Frames (b) Signals (c) Packets (d) Slots |
| 23 | Moving Picture Experts Group (MPEG) is used to compress (a) Frames (b) Images (c) Audio (d) Video |
| 24 | Which of the following is the best definition for Virtual Reality? (a) Any computer game involving graphics. |

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| | <p><input checked="" type="checkbox"/> (b) A 3D simulation of a real or imagined environment using computers.</p> <p>(c) A simulator which requires special eye glasses.</p> <p>(d) The process of coding in another dimension.</p> |
| 25 | <p>A good example of hypermedia in actual use is:</p> <p><input checked="" type="checkbox"/> (a) The Internet (b) Level I videodisc (c) Videotape (d) Audiotape</p> |
| 26 | <p>What will happen once a file is compressed?</p> <p>(a) It has a better quality <input checked="" type="checkbox"/> (b) It takes up less space for storage</p> <p>(c) It cannot be delivered to the client more quickly (d) None of the mentioned</p> |
| 27 | <p>Lossy and lossless are classifications of _____</p> <p>(a) multimedia storage systems (b) files</p> <p><input checked="" type="checkbox"/> (c) compression algorithms (d) all of the mentioned</p> |
| 28 | <p>Lossy techniques provide _____ when compared to lossless techniques.</p> <p>(a) lower compression ratios <input checked="" type="checkbox"/> (b) much higher compression ratios</p> <p>(c) similar compression ratios (d) none of the mentioned</p> |
| 29 | <p>The smallest addressable screen element. Is called?</p> <p><input checked="" type="checkbox"/> (a) Pixel (b) Graph (c) Voltage level (d) Color information</p> |
| 30 | <p>_____ refers to the number of pixels in a digital image.</p> <p>(a) Image restoration <input checked="" type="checkbox"/> (b) Image resolution (c) Image levels (d) Image contrast</p> |
| 31 | <p>JPEG is a lossy image compression technique</p> <p><input checked="" type="checkbox"/> (a) True (b) False</p> |
| 32 | <p>A browser is used to view: _____</p> <p>(a) program code (b) storyboards (c) fonts <input checked="" type="checkbox"/> (d) Web-based pages and documents</p> |
| 33 | <p>VR stands for: _____</p> <p><input checked="" type="checkbox"/> (a) virtual reality (b) visual response (c) video raster (d) variable rate</p> |
| 34 | <p>64. Interactive multimedia becomes hypermedia when:</p> <p>(a) The information is available on the Web—either the Internet or a local area network</p> <p>(b) Quizzes and tests with evaluations and scoring are included</p> <p>(c) The user can change such attributes as volume and type size</p> <p><input checked="" type="checkbox"/> (d) It includes a structure of linked elements through which a user can navigate and interact</p> |
| 35 | <p>Web pages are coded using:</p> <p>(a) Unicode (b) American Standard Code for Information Interchange</p> <p>(c) File Transfer Protocol <input checked="" type="checkbox"/> (d) Hypertext Markup Language</p> |
| 36 | <p>Which image file type is best for photographs?</p> <p>(a) vector (b) encapsulated PostScript <input checked="" type="checkbox"/> (c) bitmap (d) Shockwave</p> |

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| 37 | A 8-bit gray image is capable of representing how many different gray level? (a) 2 (b) 16 (c) 256 (d) 65,536 |
| 38 | Graphic artists designing for print media use vector-drawn objects because: (a) They can contain more subtle variations in shading than bitmap graphics (b) Printing inks respond better to them (c) They can be converted across platforms more easily (d) They can be scaled to print at any size |
| 39 | A GIF image may contain: (a) 8 bits of color information per pixel (b) 16 bits of color information per pixel (c) 24 bits of color information per pixel (d) 32 bits of color information per pixel |
| 40 | PNG image files are great for computer graphics and web posting. (a) True (b) False |
| 41 | The process of recording a sound, stored in the form of thousands of individual measurements, each at a discrete point in time, is called: _____ (a) sampling (b) synthesizing (c) sizing (d) streaming |
| 42 | Each individual measurement of a sound that is stored as digital information is called a: (a) buffer (b) stream (c) sample (d) byte |
| 43 | Most authoring packages include visual effects such as: _____ (a) panning, zooming, and tilting (b) wipes, fades, zooms, and dissolves (c) morphing (d) tweening |
| 44 | The series of frames in between the first and last frames in an action are drawn in a process called _____. (a) tweening (b) streaming (c) synthesizing (d) morphing |
| 45 | Data compression means to _____ the file size. (a) Increase (b) Decrease (c) Can't say (d) None of the above |
| 46 | Data compression involves _____. (a) Compression only (b) Reconstruction only (c) Both compression and reconstruction (d) None of the above |
| 47 | _____ compression is generally used for applications that cannot tolerate any difference between the original and reconstructed data. (a) Lossy (b) Lossless (c) Both (d) None of these |
| 48 | What is compression ratio? |

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| | <p><input checked="" type="checkbox"/> (a) The ratio of the number of bits required to represent the data before compression to the number of bits required to represent the data after compression.</p> <p>(b) The ratio of the number of bits required to represent the data after compression to the number of bits required to represent the data before compression.</p> <p>(c) The ratio of the number of bits required to represent the data after reconstruction to the number of bits required to represent the data before compression.</p> <p>(d) The ratio of the number of bits required to represent the data before reconstruction to the number of bits required to represent the data after reconstruction.</p> |
| 49 | <p>Suppose storing an image made up of a square array of 256×256 pixels requires 65,536 bytes. The image is compressed and the compressed version requires 16,384 bytes. Then compression ratio is ____.</p> <p>(a) 1:4 <input checked="" type="checkbox"/> (b) 4:1 (c) 1:2 (d) 2:1</p> |
| 50 | <p>Lossy techniques are generally used for the compression of data that originate as analog signals, such as</p> <p>(a) Speech (b) Video <input checked="" type="checkbox"/> (c) Both (d) None of these</p> |
| 51 | <p>If fidelity or quality of a reconstruction is ____, then the difference between the reconstruction and the original is ____.</p> <p>(a) High, small (b) Small, small (c) High, high <input checked="" type="checkbox"/> (d) None of the above</p> |
| 52 | <p>Which of the following is true of lossy and lossless compression techniques?</p> <p>(a) Lossless compression is only used in situations where lossy compression techniques can't be used</p> <p><input checked="" type="checkbox"/> (b) Lossy compression is best suited for situations where some loss of detail is tolerable, especially if it will not be detectable by a human</p> <p>(c) Both lossy and lossless compression techniques will result in some information being lost from the original file</p> <p>(d) Neither lossy nor lossless compression can actually reduce the number of bits needed to represent a file</p> |
| 53 | <p>Which of the following are not in a compressed format?</p> <p>(a) MP3 <input checked="" type="checkbox"/> (b) Bitmap (c) MPEG (d) JPEG</p> |
| 54 | <p>Sound frequency is measured by units that are called</p> <p><input checked="" type="checkbox"/> (a) Hertz (Hz) (b) Decibels (dB) (c) Meters (m) (d) Pascal (Pa)</p> |
| 55 | <p>Human hearing frequency range is from: ____.</p> <p>(a) 0 to 20 Hz <input checked="" type="checkbox"/> (b) 20 Hz to 20 kHz (c) 20kHz to 1 GHz (d) 1GHz to 10 THz</p> |
| 56 | <p>A computer measures the amplitude of the waveform at regular time intervals. It then generates a series of ____.</p> <p>(a) sampling values <input checked="" type="checkbox"/> (b) waves (c) signals (d) noises</p> |
| 57 | <p>The lower quantization, the lower quality of the sound.</p> |

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(b) False

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| | <input checked="" type="checkbox"/> (A) True | |
| 58 | The mechanism that converts an audio signal into digital samples is called ____. | <input checked="" type="checkbox"/> (b) analog-to-digital conversion |
| | (a) digital-to-analog conversion | (d) compression |
| | (c) synthesizing | |
| 59 | The resolution of a sample value depends on the number of bits used in measuring the height of the waveform. | (b) False |
| | <input checked="" type="checkbox"/> (a) True | |
| 60 | Multimedia elements are typically sewn together into a project using ____. | (b) Audio tools |
| | (a) Video tool | (d) Multimedia tools |
| | <input checked="" type="checkbox"/> (c) Authoring tools | |
| 61 | A very loud sound is described by: | <input checked="" type="checkbox"/> (b) High amplitude |
| | (a) Low amplitude | (d) None of these |
| | (c) Short waveform height | |
| 62 | What are the presentations? | |
| | <input checked="" type="checkbox"/> (a) A sequence of slides that usually incorporate text, sound, graphics, and animation | |
| | (b) A speech | |
| | (c) Information presented using more text than graphics and animation | |
| | (d) A television interview or news report | |
| 63 | Symbolic representations of objects and processes common to the graphical user interfaces of many computer operating systems are called ____. | |
| | (a) segments | <input checked="" type="checkbox"/> (b) icons |
| | | (c) palette |
| | | (d) cards |
| 64 | When audio is measured in order to be digitally stored, the value of each measurement is rounded off to the nearest integer in a process called ____. | |
| | (a) synthesizing | (b) Morphing |
| | | (c) sampling |
| | | <input checked="" type="checkbox"/> (d) quantization |
| 65 | Virtual reality is the best example of multimedia technology which uses non-linear interactivity. | |
| | <input checked="" type="checkbox"/> (A) True | (b) False |
| 66 | The use of ____ in multimedia material makes it easier to search and view related content. | |
| | (a) Linkage | <input checked="" type="checkbox"/> (b) Hyperlink |
| | | (c) Link |
| | | (d) Connection |
| 67 | A _____ is a family of graphic characters that includes many type sizes and styles. | |
| | (a) font | <input checked="" type="checkbox"/> (b) typeface |
| | | (c) image |
| | | (d) fontographer |
| 68 | The primary colors for color TV are | |
| | (a) blue, white, and black | (b) red, green, and yellow |
| | (c) red, green, and black | <input checked="" type="checkbox"/> (d) red, green, and blue |
| 69 | Computer graphics are classified as _____ | |

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| | (a) raster and pixels (c) vector and paths | Model- 1 (b) vector and raster (d) none of these |
| 70 | Pixel is defined as (a) medium sized screen element (c) smallest addressable screen element | (b) largest addressable screen element (d) all of the above |
| 71 | This action allows you to save the object in the library panel for future use. (a) Save as (b) Exporting (c) Convert to text (d) Convert to symbol | |
| 72 | This type of drawing is a grouped shape; it has a rectangular surrounding in it when selected. (a) Merge drawing (b) Flash tool (c) Oval tool (d) Object drawing | |
| 73 | This tool allows you to grab a color of another object and apply it to another. (a) Merge tool (b) Move tool (c) Hand tool (d) Eyedropper tool | |
| 74 | The stacking order of viewing objects is decided by the order of the _____ A. Scenes B) Libraries C) Layers D) Actions | |
| 75 | Is a way to partially hide an image in the layer immediately below another layer? The two layers get locked together to produce the effect. (a) Morphing (b) Tweening (c) Stacking (d) Masking | |
| 76 | _____ allow you to make objects move in a more random or non-straight path. (a) Mask (b) Shape tween (c) Guided layer (d) Gravity effect | |
| 77 | This Flash file is bigger because it is the project file. It can be opened and modified to create animations. (a) SWF (b) FLA (c) DOC (d) PPT | |
| 78 | This Flash file is smaller because it is used to view and use only. It cannot be modified. (a) SWF (b) FLA (c) DOC (d) PPT | |
| 79 | What is the shortcut Key of convert shape to symbol? (a) F8 (b) F7 (c) F2 (d) None of the Above | |
| 80 | Use this to move symbols from one point to another. (a) Motion Tween (b) Mask (c) Shape Tween (d) Morphing | |
| 81 | This tool allows you to scale, rotate and skew objects in the flash stage. (a) Merge tool (b) Free convert tool (c) Free transform tool (d) Object tool | |
| 82 | Changing this can sometimes make an animation look smoother. (a) Frame rate (b) Key frame (c) Mask (d) Layer | |
| 83 | For making animation fast we can Frame per seconds. (a) Increase (b) Decrease (c) Select (d) Deselect | |

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| 84 | A stroke is _____ (a) The width of the paintbrush. (c) The outline around a shape. | (b) The color of the paintbrush. (d) The fill of a shape. |
| 85 | When drawing with the Rectangle Tool, if you wanted to make a perfect square, you would hold down the _____ key while drawing. (a) Shift (b) Option (c) Control (d) Command | |
| 86 | Double-clicking on a stroke will _____ (a) Select the entire stroke. (c) Delete the entire stroke. | (b) Select the entire object. (d) Select the fill of a shape |
| 87 | Double-clicking on a fill will _____ (a) Select the entire stroke. (c) Delete the entire stroke. | (b) Select the entire object. (d) Select the fill of a shape |
| 88 | _____ Combination is used to convert image to shape. (a) Ctrl + t (b) Ctrl + g (c) Ctrl + B (d) Ctrl + J | |
| 89 | The Ink Bottle tool changes _____ (a) The color of strokes. (c) The color of the background. | (b) The color of fills. (d) The alpha of the object. |
| 90 | When nothing is selected, you can adjust the following in the Properties Inspector. (a) Stage size (b) Background color (c) Frame rate (d) All of the above | |

Best Wishes,
Dr. Nabil A. Lashin,
Dr. Hanaa M. Hamza

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Model- 1

Faculty of Computers and Informatics
Information Technology Department
Multimedia Systems (IT350)
General



Year: 3rd Year Midterm Exam
Time: 30 min
Date: June 2021
Total: 20 Questions (20 Marks)

• Please, focus while reading the questions, I trust your skills

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| 1 | A simulation of movement created by displaying a series of pictures or frames is known as a(n) _____. (a) Image (b) Graphic (c) Video <input checked="" type="checkbox"/> (d) Animation |
| 2 | _____ is an element of multimedia that uses symbols, numbers and letters to display information. (a) Animation (b) Audio <input checked="" type="checkbox"/> (c) Text (d) Video |
| 3 | Voiceover, music and sound effects are all types of _____ that can be included in a multimedia presentation. (a) Video (b) Animation <input checked="" type="checkbox"/> (c) Audio (d) Multimedia |
| 4 | Authoring software is software that allows you to _____ and _____. <input checked="" type="checkbox"/> (a) Create, edit (b) Edit, delete (c) Copy, view (d) Copy, delete |
| 5 | Interactive multimedia allows the viewer of the multimedia presentation to control what and what sequence the elements of multimedia are delivered. <input checked="" type="checkbox"/> (a) True (b) False |
| 6 | What six elements can be combined to create multimedia? (a) Color, hypertext, images, music, voiceover and video (b) Audio, hypertext, images, color, music and animation (c) Text, links, animation, video, sound effects and music <input checked="" type="checkbox"/> (d) Audio, images, animation, hypertext, text and video |
| 7 | When we allow an end-user to control the navigation of a multimedia project, it is known as _____. (a) Nonlinear Multimedia (b) Interactive Multimedia <input checked="" type="checkbox"/> (c) Both a and b (d) None |
| 8 | What program would you use to edit photos? (a) Illustrator (b) Dreamweaver (c) Final Edit Pro. <input checked="" type="checkbox"/> (d) Photoshop |
| 9 | If the definition for "multimedia" is "a combination of media", what is the best definition for "hypermedia"? (a) Separate media (b) Linked media <input checked="" type="checkbox"/> (c) Separate concepts (d) Linked concepts |
| 10 | What is telemedicine? <input checked="" type="checkbox"/> (a) Something that gives people access to the expertise of specialties in urban hospitals through the use of multimedia and computer networks. (b) A computer game that allows people to pretend to be doctors (c) A database that lists and explains all known medicines (d) An advertisement for the local grocery store's pharmacy |

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| 11 | What is the shortcut Key of Add a Blank Key frame? (a) F9 (b) F8 (c) F7 (d) F2 |
| 12 | The programming language that goes with Flash is _____. (a) Lisp (b) Java (c) ActionScript (d) Object |
| 13 | Movie Clip, Button and Graphic are _____. (a) Symbol Types (b) Shapes (c) Dynamic Text (d) Motion tween |
| 14 | _____ is the number of picture displayed in a second in Flash. (a) Break apart (b) Play head (c) FPS (d) Adobe Flash |
| 15 | The main working area in flash where you will create and manipulate art work (a) Symbol (b) Stage (c) Empty Key Frame (d) Adobe Media Encoder |
| 16 | The tool that creates a rectangle, which you can customize the sides. (a) Rectangle tool (b) Square tool (c) Rectangle primitive tool (d) Oval tool |
| 17 | What are the two file types that are associated with Flash? (a) FLA and SWF (b) PSD and FLV (c) PSD and SWF (d) SWF and DOC |
| 18 | What are the starting points and the end points of an object's animation called? (a) Shapes (b) Frames (c) Key Frames (d) Stage |
| 19 | What is the shortcut Key of Add frame? (a) F5 (b) F6 (c) F7 (d) None of the Above |
| 20 | _____ contains and organizes media objects and symbols stored for a project. (a) Library Panel (b) Stage (c) Frame (d) Key frame |

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