TAYLOR'S UNIVERSITY
Wisdom · Integrity · Excellence

SCHOOL OF COMPUTING
FOUNDATION IN COMPUTING

MOCK EXAMINATION

MODULE NAME	: **INTRODUCTION TO MULTIMEDIA**
MODULE CODE	: **CSC 30604**
TIME	: **2 hours**

This paper consists of <u>SIX (6)</u> printed pages, inclusive of this page.

Candidate Name [   ]   **Table Number** [   ]

Candidate Number [   ]   **Tutorial Group** [   ]

<u>Instruction to Candidates:</u>
1. Answer all questions – all questions are compulsory.
2. All the questions are to be answered in the answer booklet.
3. Start each answer on a separate page.
4. This paper is in **TWO (2)** sections.

Section	Marks
Section A (Short Answer Questions) Answer all questions in the answer booklet	60 Marks
Section B (Programming Questions) Answer all questions in the answer booklet	40 Marks
	100 Marks

5. This is a closed book examination, no notes are permitted.
6. Severe disciplinary action will be taken against those caught violating examination rules.

<u>Examination Material:</u>
1. Answer Booklet
2. Rough paper

DO NOT TURN THIS PAGE UNTIL INSTRUCTED TO DO SO.
THIS PAPER MUST NOT BE REMOVED FROM THE EXAMINATION HALL.
TO BE RETURNED AT THE END OF THE EXAMINATION.

*Answer **ALL** questions in the multiple choice answer sheets. Each question carries 2 marks.*

1. A browser is used to view _____
   A. program code
   B. storyboards
   C. fonts
   D. web-based pages and documents
   E. videodiscs

2. Which of the following is a term that applies to the spacing between characters of text?
   A. Leading
   B. Kerning
   C. Tracking
   D. Points
   E. Dithering

3. The Internet poses specific security problems because _____
   A. it was designed to be easily accessible
   B. Internet data is not run over secure lines
   C. Internet standards are universal
   D. it changes so rapidly
   E. all of the above

4. Which three key technologies is the Internet based on?
   A. TCP/IP, HTML and HTTP
   B. TCP/IP, HTTP and packet switching
   C. Client/server computing, packet switching and the development of communications standards for linking networks and computers
   D. Clint/server computing, packet switching and HTTP
   E. TCP/IP, HTML and SMTP

5. Which image file type is best for photographs?
   A. Vector
   B. Encapsulated PostScript
   C. Bitmap
   D. Shockwave
   E. Laser

6. Which of the following roles would be found in a core multimedia team?
   A. Graphic Artist
   B. Designer
   C. Sound Specialist
   D. Writer
   E. All of the above

7. A Project Manager is responsible for overall development and implementation of a project's _____
   A. budgets
   B. operations
   C. skills
   D. interface
   E. scripts

8. Which of the following is *not* a characteristic of packet switching?
   A. Packets travel independently of each other
   B. Packets are routed through many different paths
   C. Packet switching requires point-to-point circuits
   D. Packets include data to check for transmission errors
   E. Packet switching requires direct to the point circuits

9. Each individual measurement of a sound that is stored as digital information is called a _____
   A. buffer
   B. stream
   C. sample
   D. capture
   E. Byte

10. A network that covers broad geographical regions is most commonly referred to as a(n)_____
    A. Local area network
    B. Intranet
    C. Peer-to-peer network
    D. Wide area network
    E. Metropolitan area network

11. To produce multimedia, one needs all the following except _____
    A. computer skills
    B. text
    C. graphics
    D. sound
    E. speech

12. A multimedia programmer integrates multimedia elements using _____
    A. system
    B. postscript
    C. an authoring system
    D. music
    E. narrations

13. What is true about the HIT state of a button?
    A. Executes when clicked
    B. Used to create an invisible button
    C. Is a location to place ActionScript
    D. Defines the clickable area of a button
    E. Can be smaller than the size of the button graphics

14. Which of the following is NOT a transition effect?
    A. Rotoscope
    B. Page peel
    C. Wipe
    D. Barn doors
    E. Zoom

15. Which of the following are multimedia of a non-linear presentation type?
    A. A slide show
    B. A film
    C. A multimedia presentation
    D. An Interactive multimedia presentation
    E. A film screen

16. Which of the following best describes compression?
    A. reduce amount of storage
    B. restore data
    C. reduce redundancy
    D. reduce amount of time
    E. reduce the quality

17. Two or more computers connected to each other make up a/an _____
    A. Internet
    B. image
    C. Server
    D. Network
    E. Protocol

18. Plug-ins are also sometimes called _____
    A. Shockwave
    B. QuickTime
    C. Helper applications
    D. Bandwidth
    E. Media

19. On web pages, which file format is commonly used to embed animations?
    A. .JPG
    B. .TIFF
    C. .SWF
    D. .PNG
    E. .AIFF

20. _____ is a character set capable of representing text in all known languages.
    A. ASCII
    B. BITMAP
    C. UNICODE
    D. UNIVAC
    E. UNIVERSAL

SECTION B
Short Answer Questions – 60 marks

*Answer **ALL** questions for section B in the answer booklet. The allocation of marks is shown in brackets at the end of each question.*

Question 1 (20 marks)

From the following list, select the most appropriate terms to complete the statements given below.

images	cell animation
Joint Photographic Experts Group	ActionScript
streaming	acoustics
decibels	tweening
decay	wav
buffer	Flash
kerning	shadow

a) JPEG is an acronym for _____ and is a file format for

_____.

b) 2D animation is also known as _____.

c) _____ is a popular piece of software used to create 2D animation for

use in web pages.

d) The process of playing a sound file while part of the file is still downloading is

called _____.

e) The programming / scripting language used in Flash is _____.

f) The branch of physics that studies sound is _____.

g) Sound pressure level (loudness or volume) is measured in _____.

h) The rate at which a sound fades away is called _____.

i) Drawing a series of frames in between keyframes is called _____.

(10 x 2 = 20 marks)

Question 2 (20 marks)

a) Define Multimedia .

(2 marks)

b) Briefly describe **FIVE** ways in which content can be formatted and delivered in a Multimedia Authoring System.

(10 marks)

c) Describe **THREE** forms of information multimedia can convey better than conventional media.

(6 marks)

d) Explain how packet switching works.

(2 marks)

Question 3 (20 marks)

a) Explain the differences between serif and sans serif characters.

(4 marks)

b) List **THREE** basic concepts of compression.

(3 marks)

c) Explain **TWO** differences between JPEG and GIF compression.

(4 marks)

d) Give **TWO** reasons for the importance of using sound in Multimedia.

(4 marks)

e) Explain why a team approach is needed for the successful development of multimedia applications.

(3 marks)

f) Briefly explain how the job of a scriptwriter of an interactive multimedia application differs from a film or video scriptwriter.

(2 marks)

END OF QUESTION PAPER