1. What are the three main categories of software?

a. 操作系統

b. 應用程式

c. 程式語言

2. What is the main function of each category of software?

a. 操作系統是用來控制硬體元件和基本系統操作的軟體

b. 應用程式是用來執行特定任務的程式

c. 程式語言是用來創造其他的軟體程式

3. Why is the operating system critical to a computer system?

沒有操作系統就無法進入硬體、應用程式和數據

4. What are the two types of user interface presented by an operating system?

a. 命令行介面

b. 圖形用戶介面

5. How does the operating system control access to the processor by multiple users?

時間共享(timesharing)和多工作業

6. Why is multitasking important for multimedia developers?

因為多媒體開發人員常常同時執行很多不同程式、任務

7. What is virtual memory and when is it helpful to a developer?

虛擬記憶體是操作系統指派一部份的硬碟來模擬暫存記憶體

因為它可以使在暫存記憶體不夠的狀態下同時執行許多種程式成為可能

8. What are the three ways formatting prepares a storage disk for data?

a. 首先定義碟片上的磁軌和扇區位址

b. 再定義一個邏輯存儲單元稱為群集

c. 最後為磁碟定義一個文件系統

9. What are two important considerations when naming a data file?

Prefix 和檔案副檔名

10. What are directories and how can they be used to manage media files effectively?

目錄是群組文件的存儲位置

目錄的路徑是由操作系統來辨認，文件管理工具可以創造、移動、複製和刪除目錄

11. Why are programming languages an important type of software?

因為所有操作系統和軟體應用程式都是用程式語言寫的

12. What is the essential distinction between low-level and high-level programs?

低階是被寫來給特定的電腦系統

高階程式的語法和語意不是根據某個特定電腦系統寫的

13. Why must all programs be translated to machine code?

因為machine code是唯一一種電腦可以直接執行的語言

14. What is the difference between an interpreter and compiler?

Interpreter: 轉換並執行一行程式碼

Compiler: 轉換整個程式成可執行的檔案

15. What are the advantages of using object-oriented language?

(他讓開發人員能快速地測試程序(routine)並輕易地納入其他程式的程序)

Or自我包含的程式物件在一個應用程式重複利用

模組化的方法能降低重新編寫類似物件程序的時間

16. What is the difference between a text editor and a word processing application?

Text editor能夠兼容於任何平台或應用程式，但她不包刮word processor裡面先進的格式和樣式的選擇

Word processor能用既有的字體和樣式下製作文字

17. What is the difference between a paint and draw application?

Paint programs包括製作圖形物件的工具列

Draw programs包含獨特的工具列來製作基本的形狀

18. What is the difference between sampled and synthesized sound applications?

Sample sounds是從任何類比音源中捕捉而來的聲音

Synthesized sound apllications用數位指令來製造聲音

19. Why might a developer rely on media utility applications?

因為media utility applications增加了特定媒體的應用程式的功能

20. What is the purpose of authoring software?

Authoring software 整合了媒體，提供交互性，並製造最終的多媒體project