NATIONAL OPEN UNIVERSITY OF NIGERIA
University Village, Plot 91, Cadastral Zone, Nnamdi Azikiwe Express
Way, Jabi, Abuja
Faculty of Science

Course: CIT 742 – Multimedia Technology
Time Allowed: 2 Hours 30 Minutes
Instructions: Answer Question 1 and (3) other questions

Q1   a. Define the terms Multimedia and Multimedia Application   (4 marks)
        b. Distinguish between Hypertext and Hypermedia
        (3 ½ marks)
        c. Mention four characteristics of multimedia systems   (4 marks)
        d. Discuss four desirable features of multimedia systems
        (6 marks)

Q2   a. List three components of multimedia system. Give at least one example of each   component
                (6 marks)
        b. Describe the concept of an authoring system   (3 marks)
        c. List the main authoring paradigms
        (2 ½ marks)
        d. Discuss the correlation between iconic/flow control and frame authoring paradigm
                                                                                (6 marks)

Q3.   a. Compare and contrast discrete and continuous media
        (6 marks)
        b. Define the following terms   (6 marks)
                (i) analog signal
                (ii)Digital signal
                (iii)Synchronisation
        c. State two common sources of text and static data   (3 marks)
        d. Explain the concept of a raw video
        (2 ½ marks)

Q4. a. List three output devices for a basic multimedia system
        (4½ marks)
        b. Mention twokey issues that affect storage media   (2 marks)
        c. Discuss three factors that influence I/O performance
        (6 marks)
        d. Mention two key components of a RAID System?   (5 marks)

Q5.   a. What factor determines a monitors' resolution? (4 marks)
b. Discuss four image formats   (4 marks)
c. Explain the concept of light spectra   (5 marks)
d. Describe the term chromatics   (4½ marks)

Q6.   a. Explain the term transform coding (4½ marks)
b. Compare lossless and lossy video compressions (4 marks)
c. List three common image-coding standards   (6 marks)
d. Give two common examples of streamed audio (3 marks)