NATIONAL OPEN UNIVERSITY OF NIGERIA,
NATIONAL OPEN UNIVERSITY OF NIGERIA,
PLOT 91 CADASTRAL ZONE, NNAMDI AZIKIWE EXPRESSWAY, JABI – ABUJA

FACULTY OF SCIENCES

COURSE CODE: CIT 735
COURSE TITLE: Application Software Design and Multimedia
TIME ALLOWED: 3 Hours
INSTRUCTION: Attempt any five (5) questions.

1a. Explain the following delivery strategies using well labelled diagrams:
    i.   Direct changeover   ) 5 marks
    ii.   Parallel running   ) 5 marks
                                           (Total = 10 marks)

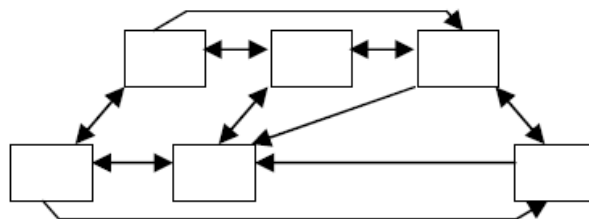1b. List any 2 components of a basic layout.

                                    (4 marks)
                                       [Total = 14 marks]
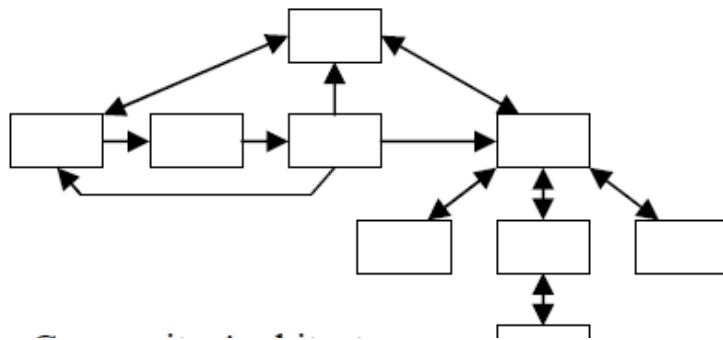
2a. Outline three (3) main hardware requirements for capturing video images (6 marks)

2b. Identify and label the categories of design architecture below:

i.

ii..

(4 marks each, =8 marks)
[Total = 14 marks]

3a. List any two standards used in video capturing and display. (4 marks)

3b. Write on five (5) work models in the user-centered design process. (10 marks)
[Total = 14 marks]

4a. Identify and describe by means of examples, any two facts to be deduced from the concept of multimedia. (8 marks)

4b. List any two (2) components of **deliverables**. (6 marks)
[Total = 14 marks]

5a. Give a brief explanation of the following terms:
:
  i.   Frame   )
  ii. Animating   ) (4 marks each, =12)
  iii. Rendering   )

5b. Describe the concept of 'persistence of vision' (2 marks)
[Total = 14 marks]

6a. State any 3 ways of formatting and delivering messages in multimedia (6 marks)

6b. Give a brief explanation of four (4) essential considerations at the preliminary needs assessment stage.

(8 marks)
[Total = 14 marks]

7a. If a model of 540 X 360 resolution has 32 bits per pixel; determine the raw video size of the SCAM video system that transforms at 18 frames/s

(10 marks)

7b. Describe the notion of digitization of video in expert systems. . (4 marks)

[Total = 14 marks]