



NATIONAL OPEN UNIVERSITY OF NIGERIA
14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS
SCHOOL OF SCIENCE AND TECHNOLOGY
MARCH/APRIL 2014 EXAMINATION

COURSE CODE: CIT 735

COURSE TITLE: APPLICATION SOFTWARE DESIGN AND MULTIMEDIA

TIME ALLOWED: 3HOURS

INSTRUCTION: ANSWER ANY FIVE (5) QUESTIONS

QUESTIONS

1a. 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)

1b. Describe the notion of digitization of video in expert systems. .
(4 marks)

**[Total = 14
marks]**

2a. Identify and describe by means of examples, any two facts to be deduced from the concept of multimedia.
(8 marks)

2b. List any two (2) components of **deliverables**.
(6 marks)

**[Total = 14
marks]**

3a. Explain the following delivery strategies using well labelled diagrams:

- i. Direct changeover) 5 marks
- ii. Parallel running) 5 marks

(Total = 10 marks)

3b. List any 2 components of a basic layout.

(4 marks)

[Total = 14 marks]

4a. State any 3 ways of formatting and delivering messages in multimedia (6 marks)

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

(8 marks)

[Total = 14 marks]

5a. List any two standards used in video capturing and display. (4 marks)

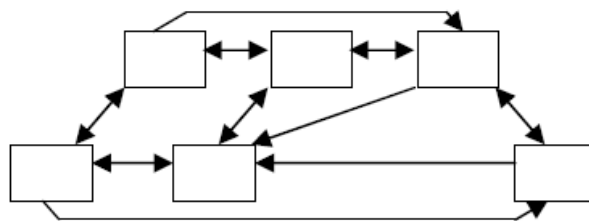
5b. Write on five (5) work models in the user-centered design process. (10 marks)

[Total = 14 marks]

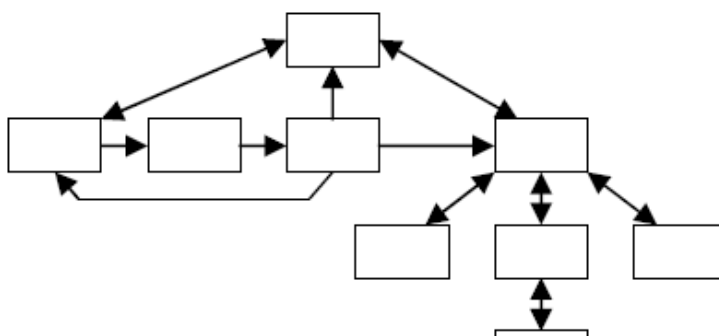
6a. Outline three (3) main hardware requirements for capturing video images (6 marks)

6b. Identify and label the categories of design architecture below:

i.



ii..



each, =8 marks)

(4 marks

**[Total = 14
marks]**

7a. Give a brief explanation of the following terms:

:

- i. Frame)
- ii. Animating) (4 marks each, =12)
- iii. Rendering)

7b. Describe the concept of 'persistence of vision' (2 marks)

**[Total = 14
marks]**