



**NATIONAL OPEN UNIVERSITY OF NIGERIA,
PLOT 91, CADASTRAL ZONE, UNIVERSITY VILLAGE, JABI – ABUJA
FACULTY OF SCIENCES
DEPARTMENT OF COMPUTER SCIENCE ...
2020_2 EXAMINATIONS**

COURSE CODE: CIT735

COURSE CREDIT: 3

**COURSE TITLE: APPLICATION SOFTWARE DESIGN AND
MULTIMEDIA**

TIME ALLOWED: 2¹/₂ HOURS

**INSTRUCTION: ANSWER QUESTION ONE (1) AND ANY OTHER FOUR (4)
QUESTIONS**

Question 1

- 1) (a) Explain the 3 facts that can be inferred from Multimedia based on the various definitions propounded by different scholars (*6 marks*)
(b) Outline at least six examples of multimedia applications (*3 marks*)
(c) Describe the term hypermedia (*3 marks*)
(d) Write out the components of interactive multimedia (*2 marks*)
(e) Outline two challenges of multimedia systems (*1 mark*)
(f) Identify common text attributes (*1 mark*)
(g) Discuss the following concepts in relation to multimedia application development.
 - i) Copyrights (*1 mark*)
 - ii) Testing and Debugging (*1 mark*)
 - iii) Deployment (*1 mark*)
- (h) Describe the following Delivery Strategies:
 - i) Direct Changeover (*1 mark*)
 - ii) Parallel Running (*1 mark*)
 - iii) Phased Changeover (*1 mark*)
- 2) (a) Write the category of multimedia data according to Winter 1997 (*5 marks*)
(b) Distinguish between Text and Graphics as data elements (*2 mark*)
(c) Briefly explain the term Document Structure (*2 mark*)
(d) Describe the term Metamedia. (*3 marks*)
- 3) (a) Outline five benefits of multimedia (*5 marks*)
(b) Write short note on Text as a property of multimedia elements (*5 marks*)
(c) Distinguish between the American Standard Code for Information Interchange (ASCII) and Unicode Standard (*2 marks*)
- 4) (a) Outline four important concepts in the nature of digital images (*2 marks*)
(b) Describe the criteria for choosing Text in multimedia (*8 marks*)
(c) Write a short note on cross platform issue in Text element (*2 marks*)

- 5) (a) What do you understand by Multimedia System Development Life Cycle Model? (2 *marks*)
- (b) Discuss the following software development models:
- i) Classic Waterfall Life Cycle (2 *marks*)
 - ii) Rapid prototyping Model (3 *marks*)
 - iii) Iterative and Incremental Model (3 *marks*)
 - iv) Formal methods (2 *marks*)
- 6) (a) Distinguish between human-computer interface and loop of interaction. (2 *marks*)
- (b) Describe five aspects to loop of interaction. (10 *marks*)