

**NED UNIVERSITY OF ENGINEERING & TECHNOLOGY, KARACHI**  
**FINAL YEAR (COMPUTER SCIENCE AND INFORMATION TECHNOLOGY)**  
**ANNUAL EXAMINATION 2007**  
**BATCH 2003-04**

000092

Dated: 27-10-2007

**MULTIMEDIA & HYPERMEDIA SYSTEMS**  
**(CT-458)**

*Instructions:*

- **Attempt any 4 questions. 15 marks for each question and each question carry equal marks.**

**Total Marks: 60**

**Time: 2 hours and 30 minutes**

- Q1. (a) Define the terms audio, video and animation. What is the difference between animation and video? (5)
- (b) Describe how animation can be used in multimedia. Also discuss some of the general principles and factors that apply to creating computer animations for multimedia presentations. (5)
- (c) Define the following terms: (5)
- |                   |                 |
|-------------------|-----------------|
| i. Image Maps     | ii. MIME        |
| iii. PNG          | iv. Browser War |
| v. Indexed Colors |                 |
- Q2. (a) Define Graphics. Discuss any four examples of graphics. (5)
- (b) Explain and illustrate the main techniques used in drawing. (5)
- (c) Discuss the use of graphics in business, advertising, political, education and advertising. (5)
- Q3. (a) What is a Multimedia System? Write down its basic characteristics. Also discuss the challenges for a Multimedia System. (5)
- (b) Describe the difference between a typeface and a font with the help of suitable examples? How serif & sans serif fonts affect the legibility of text. (5)
- (c) Discuss the importance of text in a multimedia presentation. (Imagine that there is no text at all in the presentation). (5)

- Q4. (a) Using inline video can be annoying. Why? (5)  
 What is the advantage of using a plug-in in your web application?
- (b) List and describe the most important tags for multimedia in HTML? (5)
- (c) Define the following formats: (5)
- i. MP3
  - ii. Real Video
  - iii. MIDI
  - iv. Wave
  - v. Shockwave (Flash)
- Q5. (a) Discuss some of the common media types, their uses, and how browsers or helper applications handle them. Also discuss technologies gaining new ground on the internet. (5)
- (b) What is an Authoring System? Why should you use an authoring system? (5)
- (c) Define multimedia, interactive multimedia, hypermedia, hypertext, links, anchors and nodes? (5)
- Q6. (a) Describe the various input devices available for personal computers and how they may be used in multimedia production and delivery? (5)
- (b) Discuss the process and elements of a multimedia project proposal. (5)
- (c) Determine the scope of a multimedia project. What are some common obstacles to the successful completion of multimedia projects? (5)
- Q7. (a) Compare the capabilities and limitations of vector and bitmap images? (5)
- (b) What are Blending Modes in Photoshop? Define any four (04) blending modes from the following: (5)
- |              |              |                 |
|--------------|--------------|-----------------|
| i. Pin Light | ii. Dissolve | iii. Screen     |
| iv. Overlay  | v. Multiply  | vi. Vivid Light |
- (c) Discuss important limitations for presenting good-looking images on the web. Briefly discuss laying out a web page using a background image. (5)