



NATIONAL OPEN UNIVERSITY OF NIGERIA
PLOT 91, CADASTRAL ZONE, NNAMDI AZIKIWE EXPRESSWASY, JABI-ABUJA
FACULTY OF SCIENCES
DEPARTMENT OF COMPUTER SCIENCE

2020 EXAMINATIONS

COURSE CODE : CIT 735
COURSE TITLE : APPLICATION SOFTWARE DESIGN AND MULTIMEDIA
CREDIT UNIT : 2
TIME ALLOWED : 2 ¹/₂ HOURS
INSTRUCTION : ANSWER QUESTIONS 1(ONE) AND ANY OTHER FOUR (4)

Question

- 1a (i) What are the benefits of Multimedia system? (4 marks)
(ii) State any two multimedia development tools that may be used to create stand-alone hypermedia applications (3 marks)
- 1b (i) What are the challenges of Multimedia system design? (3 marks)
(ii) Briefly describe the two components of CODEC (3 marks)
(iii) Explain the concept of persistence of vision in video and animation (2 marks)
- 1c (i) What is the basic goal of Human-Computer Interaction (3 marks)
(ii) Differentiate between Contiguity Principle and Multimedia Principle (4 marks)
- 2a State the essential features of multimedia computer components. (2 marks)
2b What are the four basic characteristics of multimedia system? (4 marks)
2c Each DVD-ROM discs is divided into six sections, briefly describe these sections (6 marks)
- 3a Outline some examples of media players in multimedia application (6 marks)
3b Briefly explain the components of a multimedia editing software (6 marks)
- 4a Highlight the software tools that enable you to capture streaming media and convert it from one form into another (6 marks)
4b Write short notes on the following text attributes (6 marks)
(i) Font Type (ii) Font Style (iii) Font Size
- 5a The YUV color code is widely used in encoding colour for use in television and video. Explain the concept of YUV Colour Model (6 marks)
5b State the colour palette of the RAINBOW colours in RGB and hexadecimal code. (6 marks)

- 6a Write short notes on the following multimedia applications: **(6 marks)**
(i) Modelling (ii) Animating (iii) Rendering
- 6b Briefly describe three major conventional broadcast analog video standards used in recording and replaying still or moving images in electronic system **(6 marks)**