

and histogram equalisation.
Contrast Stretching

[CIT742] Authorware (or IconAuthor) are _____ and suffer least from runtime speed problems.
Extremely powerful

[CIT742] Which of these paradigms tends to be speediest (in development time) authoring style best suited for rapid prototyping and short-development time projects?
Iconic/Flow Control Paradigm

[CIT742] _____ can space can be used as a model to identify colours numerically.
Colour Space

[CIT742] In program editing of elements (still graphics, video, audio, etc) tend to be _____.
Minimal or Non-existent

[CIT742] _____ and signals are at the heart of every multimedia system.
Media

[CIT742] The best Multimedia applications allow all _____ to be scripted.
Objects

[CIT742] The _____ is the authoring method closest in form to traditional programming
Scripting Paradigm

[CIT742] The _____ is the authoring method closest in form to traditional programming.
Scripting Paradigm

[CIT742] Pixels are normally arranged in a two-dimensional grid, and are often represented using _____.
dots or squares

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