



NATIONAL OPEN UNIVERSITY OF NIGERIA,  
PLOT 91, CADASTRAL ZONE, UNIVERSITY VILLAGE, JABI – ABUJA  
FACULTY OF SCIENCES  
2023 2 EXAMINATIONS\_

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COURSE CODE: CIT735

COURSE CREDIT: 3

COURSE TITLE: APPLICATION SOFTWARE DESIGN AND MULTIMEDIA

TIME ALLOWED: 2<sup>1</sup>/<sub>2</sub> HOURS

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

- 1) (a) State the vital facts that can be deduced from the Multimedia definitions of different scholars (7 marks)  
(b) Highlight any six (6) examples of multimedia applications (3 marks)  
(c) State any three (3) advantages of Flash (3 marks)  
(d) What are the components of interactive multimedia (2 marks)  
(e) State any two (2) challenges of multimedia systems (2 mark)  
(f) Discuss the concepts of Copyright in relation to multimedia application development. (3 marks)  
(g) Describe the Direct Changeover Delivery Strategies (2 marks)

[22 marks]

- 2) Briefly explain the following:  
i. Classic Waterfall Life Cycle (2½ marks)  
ii. Rapid prototyping Model (2½ marks)  
iii. Iterative and Incremental Model (2½ marks)  
iv. Formal methods (2½ marks)  
v. Multimedia System Development Life Cycle Model (2 marks)
- 3) (a) Write on the category of multimedia data according to Winter 1997 (2 marks)  
(b) Distinguish between Text and Graphics as data elements (4 mark)  
(c) Briefly explain the term Document Structure (3 mark)  
(d) Describe the term Metamedia. (3 marks)
- 4 (a) Outline the steps for using a Corel R.A.V.E. project on the World Wide Web (5 marks)  
(b) Explain your understanding of Cascading Style Sheets (CSS) (2 marks)  
(c) Describe Document Object Model (DOM) (2 marks)  
(d) Describe the term AJAX? (2 marks)  
(e) What does HTML stands for? (1 mark)
- 5) (a) Elucidate on cross platform issue in Text element (2 marks)  
(b) Highlight any four concepts in the nature of digital images (2 marks)  
(c) Explain the criteria for choosing Text in multimedia (8 marks)