MULTIPLE CHOICE

1. In a ____-based authoring system, elements are organized as a stack of cards.
   a. card  
   b. graphic  
   c. icon  
   d. time
   
   ANS: A  
   DIF: Easy  
   REF: Page 256

2. ____-based authoring systems are preferred when the bulk of the content consists of individually viewable elements.
   a. Card  
   b. Graphic  
   c. Icon  
   d. Time
   
   ANS: A  
   DIF: Medium  
   REF: Page 256

3. ____-based authoring systems are useful for developing complicated navigational structures.
   a. Card  
   b. Graphic  
   c. Icon  
   d. Time
   
   ANS: C  
   DIF: Hard  
   REF: Page 257

4. What does DLL stand for?
   a. Data Link Library  
   b. Development Link Library  
   c. Digital Link Library  
   d. Dynamic Link Library
   
   ANS: D  
   DIF: Medium  
   REF: Page 259

5. ____ branching supports user navigation based on the results of IF-THEN decisions.
   a. Complex  
   b. Conditional  
   c. Simple  
   d. Unconditional
   
   ANS: B  
   DIF: Easy  
   REF: Page 260

6. In a ____-based authoring system, interaction cues are organized as objects in a structural framework.
   a. card  
   b. graphic  
   c. icon  
   d. time
   
   ANS: C  
   DIF: Medium  
   REF: Page 257

7. Simple and conditional branching can be done using the ____ feature of authoring systems.
   a. cross platform  
   b. delivery  
   c. interactivity  
   d. performance tuning
   
   ANS: C  
   DIF: Hard  
   REF: Page 260

8. ____-based authoring tools enable users to build sophisticated applications without scripting.
   a. Card  
   b. Graphic  
   c. Icon  
   d. Time
   
   ANS: C  
   DIF: Hard  
   REF: Page 264

9. The characteristics of an object are defined by its ____.
   a. assets  
   c. methods
10. ____ cause messages to pass along the hierarchy of objects in a project.
   a. Assets       c. Methods
   b. Events       d. Properties

   ANS: B          DIF: Medium     REF: Page 261

COMPLETION

1. Object-based ________________-driven tools display flow diagrams of activities along branching paths.

   ANS: event
   DIF: Hard       REF: Page 257

2. In HyperCard, the special intermediate file that receives scripted message handlers is called ________________.

   ANS: Home
   DIF: Hard       REF: Page 262

3. In a ________________-based authoring system, elements are organized along a timeline.

   ANS: time
   DIF: Easy       REF: Page 257

4. ActionScript is based on the international ________________ standard.

   ANS: ECMAScript
   DIF: Hard       REF: Page 266

5. The organization, design, and production process for multimedia involve ________________ and ________________.

   ANS: storyboarding, flowcharting
       flowcharting, storyboarding
   DIF: Medium     REF: Page 258

6. ________________ programming with objects is the simplest and easiest authoring process.

   ANS: Visual
   DIF: Easy       REF: Page 259

7. The underlying scripting language for HyperCard is ________________.
ANS: HyperTalk
DIF: Medium       REF: Page 259

8. ________________ is created by placing a graphic, or sprite, onto the stage and changing its location slightly over several frames.

ANS: Animation
DIF: Hard         REF: Page 265

9. A ________________ version allows a project to playback without requiring the full authoring software and all its tools and editors.

ANS: run-time
DIF: Hard         REF: Page 260

10. A project should be distributed as a ________________ version if is to be widely distributed.

ANS: run-time
DIF: Medium       REF: Page 260

ESSAY

1. What is the use of multimedia authoring tools?

ANS:
Multimedia authoring tools are used for designing interactivity and the user interface, for presenting a project on screen, and for assembling diverse multimedia elements into a single, cohesive product.

DIF: Easy         REF: Page 254

2. What are the practical applications of multimedia authoring software?

ANS:
Multimedia authoring software can be used to make the following:
a. Video productions.
b. Animations.
c. Games.
d. Interactive Web sites.
e. Demo disks and guided tours.
f. Presentations.
g. Kiosk applications.
h. Interactive training.
i. Simulations, prototypes, and technical visualizations.

DIF: Medium       REF: Page 254

3. List the three types of authoring tools based on the metaphor used for sequencing multimedia elements and events.
ANS:
The three types of authoring tools based on the metaphor used for sequencing multimedia elements and events are:

a. Card- or page-based tools.
b. Icon-based, event-driven tools.
c. Time-based tools.

DIF: Easy REF: Page 256

4. Explain time-based authoring systems.

ANS:
In a time-based authoring system, elements and events are organized along a timeline, with resolutions as high or higher than 1/30 second. Time-based tools are best suited for messages with a beginning and an end.

DIF: Medium REF: Page 257

5. What are the important features that every authoring system must possess?

ANS:
The important features that every authoring system must possess are:

a. Editing
b. Organizing
c. Programming
d. Interactivity
e. Performance tuning
f. Playback
g. Delivery
h. Cross-platform
i. Internet playability

DIF: Medium REF: Page 258, Page 260, Page 261

6. List the programming features of multimedia authoring tools.

ANS:
The programming features of multimedia authoring tools are:

a. Visual programming with cues, icons, and objects.
b. Programming with a scripting language.
c. Programming with traditional languages, such as Basic or C.
d. Document development tools.

DIF: Hard REF: Page 258

7. What should be kept in mind when working with text in cross-platform applications?

ANS:
The important points to keep in mind when working with text in cross-platform applications are:

a. For text in boxes, center the text, leaving plenty of space or margin to avoid possible word-wrap on the other platform.
b. Avoid outline and shadow styles on the Macintosh. They are not currently supported in Windows and may default to boldface.
c. When the look of a larger-size font is extremely important, turn it into a bitmap by screen capturing before you convert.

d. If TrueType fonts or Adobe ATM are used, the fonts must be installed and available on both platforms, or must be embedded in the playback application.

DIF: Hard  REF: Page 268

8. Explain the importance of scripts.

ANS:
With scripts, a user can perform computational tasks; sense and respond to user input; create character, icon, and motion animations; launch other applications; and control external multimedia devices.

DIF: Hard  REF: Page 259

9. What is a Cast?

ANS:
A Cast is a multimedia database containing still images, sound files, text, palettes, QuickDraw shapes, programming scripts, QuickTime movies, Flash movies, and even other Director files.

DIF: Hard  REF: Page 265

10. What are the two layers of a card-based authoring system?

ANS:
A card-based authoring system typically provides two separate layers on each card - a background layer that may be shared among many cards, and a foreground layer that is specific to a single card.

DIF: Hard  REF: Page 262