

### Short-answer questions

#### Complete

- either Section A: Introduction to Multimedia Authoring
- or Section B: Introduction to Multimedia Scripting.

There are three short-answer questions in each section.

**Answer all questions in the section you choose.**

Each question is answered by typing a response into the answer field which will automatically load to your screen.

All the text you enter will be saved.

You can review and change your answer at any time.

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**EITHER**

## SECTION A — Introduction to Multimedia Authoring

Figure 1 (below) shows the screen stills of a movie in which a green ball bounces across the screen.

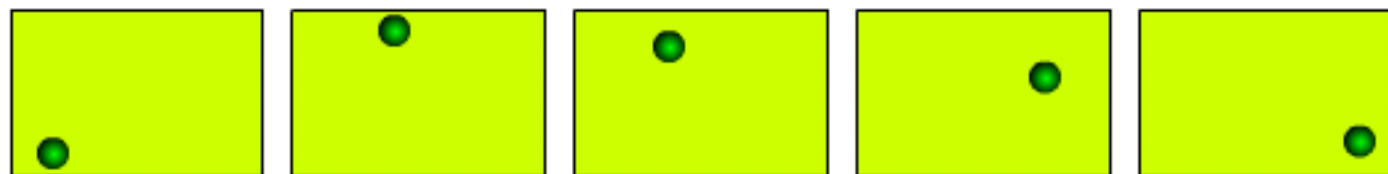


Figure 1

## Question 1

Assume that the green ball is to be imported into the package used to create the movie.  
What would be a suitable file format for the ball?

1 mark

Click the 'NEXT' button to continue this task.

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## SECTION A — Introduction to Multimedia Authoring continued

## Question 2

a. The level of interactivity for the movie is passive. What does this mean?

1 mark

b. How could the movie be modified to make it more interactive?

1 mark

Click the 'NEXT' button to continue this task.

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## SECTION A — Introduction to Multimedia Authoring continued

## Question 3

You have to select a multimedia authoring package to be used by Year 10 students. The students need to create simple products like the one shown in Figure 1 and then move on to develop more advanced products.

Name the authoring package you would recommend:

List two advantages, other than cost, that this package has for this purpose.

2 marks

End Part 3, Section A.

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**OR** SECTION B — Introduction to Multimedia Scripting

Figure 1 (below) shows the screen stills of a movie in which a green ball bounces across the screen.

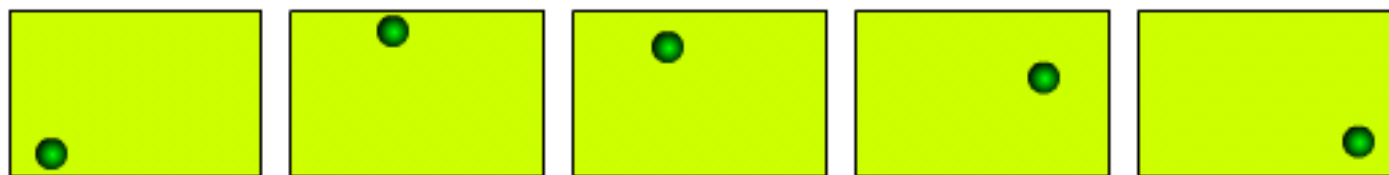


Figure 1

The script would be attached to a three frame animation which makes the ball move around the screen. The script for this action is described in structured English, on the next screen.

Click the 'NEXT' button to continue this task.

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## SECTION B — Introduction to Multimedia Scripting continued

## Program for Frame 1

Comment: vx is a variable which represents the size of each vertical movement of the ball

vx = 5

Comment: vy is a variable which represents the size of each horizontal movement of the ball

vy = 5

## Program for Frame 2

Comment: myClip represents the ball object which is to be moved around the screen

Comment: myClip.\_x represents the current horizontal position of the ball

x = myClip.\_x

Comment: myClip.\_y represents the current vertical position of the ball

y = myClip.\_y

Comment: new\_x represents the new horizontal position of the ball

new\_x = x + vx

Comment: new\_y represents the new vertical position of the ball

new\_y = y + vy

Comment: when the ball reaches either side of the stage reverse direction

If new\_x less than 0 or new\_x greater than 400 then

vx = -vx

End If

Comment: when the ball reaches the top or bottom of the stage reverse direction

If new\_y less than 0 or new\_y greater than 300 then

vy = -vy

End If

Comment: create the updated position of the ball

myClip.\_x = x + vx

myClip.\_y = y + vy

Click the 'NEXT' button to continue this task.

## Program for Frame 3

Comment: Repeat Frame 2 therefore creating a loop

Repeat the program for Frame 2

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## SECTION B — Introduction to Multimedia Scripting continued

## Question 1

What is one property of the ball object instance which is being manipulated by the script to enable movement?

1 mark

## Question 2

Identify one conditional construct used in the above script and explain its purpose.

2 marks

Click the 'NEXT' button to continue this task.

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## SECTION B — Introduction to Multimedia Scripting continued

## Question 3

Write the script lines to enable the user to stop the movie at any stage.

2 marks



End Part 3, Section B.

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