

# Instructions for Section C

**EXIT**

Times

Materials

Instructions

Structure

Section A

1 2

3 4

5 6

7 8

9 10

11 12

13 14

15 16

17 18

19 20

Section B

1 2

3 4

5 6

7 8

9 10

11 12

13 14

Section C

Intro

1 2

3 4

Complete **all** parts of this task.

You are required to complete this task using:

- the software applications installed on your computer
- the assets for the practical task contained in your practical work folder

Your answers to this section will **not** be saved automatically.

You must save your finished work to your practical work folder.

A shortcut to your practical work folder has been placed on the desktop.

Use this shortcut to move from the exam to your practical work folder.

The shortcut to your practical work folder is called:

'Shortcut to 12345678A\_P'

Remember to save your work at each step.

You should spend approximately 60 minutes on Section C.

**DO NOT OVERWRITE THE SOURCE FILES.**

*Reading time skipped.*

**BACK****NEXT**

# Section C, Introduction

[EXIT](#)

Times  
Materials  
Instructions  
Structure  
Section A

1 2  
3 4  
5 6  
7 8  
9 10  
11 12  
13 14  
15 16  
17 18  
19 20

Section B

1 2  
3 4  
5 6  
7 8  
9 10  
11 12  
13 14

Section C

Intro

1 2  
3 4

## Brief

You have been asked to create a website for the Australian Junior Cup Tennis Tournament. The website must appeal to young tennis players aged 8 to 12. The website will consist of two pages. One is the home page. The second page is a player profile page. The home page must include a banner and a ranking table. The ranking table will link to the number one player profile. You will write a paragraph about the number one player for the player profile page. The home page must be laid out according to the design guide and formatted according to the style guide. You will create an animation of a tennis player and add it to the home page.

## Assets provided

*banner.tif* – banner image as tiff

*background.gif* – background image

*homepage.txt* – text for the home page

*player\_cv.txt* – content for rewriting

*playerprofile.html* – player profile web page to link to

*ranking.txt* – player ranking table

## Style guide

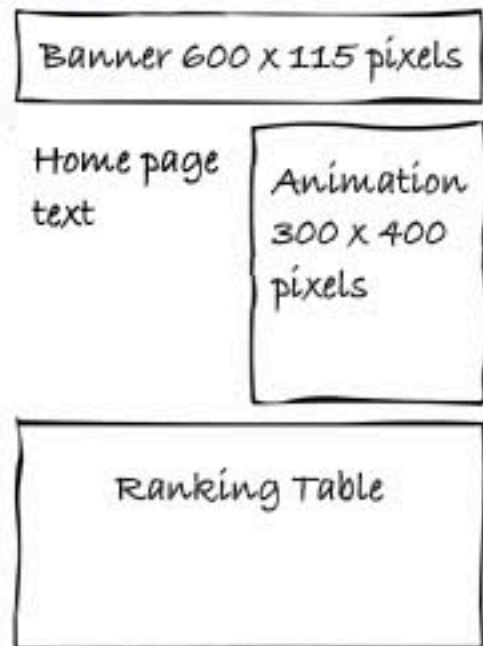
Font  
Arial or Helvetica

Headings  
Arial or Helvetica bold  
Colour #336633

Background image: *background.gif*

2007

## Design guide



Task continues on the next screen

[BACK](#)
[NEXT](#)

Reading time skipped.

## Section C, Page 1

EXIT

Times

Materials

Instructions

Structure

Section A

1 2

3 4

5 6

7 8

9 10

11 12

13 14

15 16

17 18

19 20

Section B

1 2

3 4

5 6

7 8

9 10

11 12

13 14

Section C

Intro

1 2

3 4

**Create the home page**

1. Create the home page *index.html* 1 mark

**Create the banner and add content**

2. Reorganise the elements in the image *banner.tif* to fit banner size 600 × 115 pixels.  
\* Note: you do not need to change the elements in the banner 2 marks
3. Save for the web in an appropriate format. 2 marks
4. Add to the home page. 1 mark

**Write content and add to pages**

5. Add the text *homepage.txt* to the home page as per the design guide. 1 mark
6. Using the text in the file *player\_cv.txt* write a short promotional player profile in one paragraph.  
Your paragraph must contain more than one sentence.  
It must highlight or outline four items mentioned in the text provided.  
The profile must be appropriate to the audience.  
The paragraph must be in active voice.  
Add this paragraph to the *playerprofile.html* page under the image. 5 marks

Task continues on the next screen

*Reading time skipped.*

BACK

NEXT

## Section C, Page 2

EXIT

Times  
Materials  
Instructions  
Structure  
Section A

1 2  
3 4  
5 6  
7 8  
9 10  
11 12  
13 14  
15 16  
17 18  
19 20

Section B

1 2  
3 4  
5 6  
7 8  
9 10  
11 12  
13 14

Section C

Intro

1 2  
3 4

**Add the ranking table to the home page**

7. Based on the information in the file *ranking.txt* create a table with seven rows.

Add the correct headings.

Add the results from the file in the appropriate columns.

4 marks

**Link number one player to the player profile page**

8. Link the name of the number one player, Julia Jones, to the profile page *playerprofile.html*

1 mark

**Format the home page according to the style and design guides**

9. Set the background using the file *background.gif* as the background image.

2 marks

10. Style the text on the home page according to the style guide, with the first line as the heading.

You do **not** need to format the text in the table or in the *playerprofile.html* page.

2 marks

11. Ensure the home page is laid out according to the design guide.

1 mark

Task continues on the next screen

BACK

NEXT

*Reading time skipped.*

## Section C, Page 3

EXIT

Times

Materials

Instructions

Structure

Section A

1 2

3 4

5 6

7 8

9 10

11 12

13 14

15 16

17 18

19 20

Section B

1 2

3 4

5 6

7 8

9 10

11 12

13 14

Section C

Intro

1 2

3 4

**Animation**

Re-create the animation of the tennis player serving shown below for the home page.

Include the sound of the racquet hitting the tennis ball at the appropriate spot.

**Demonstration**

Play

**Assets Provided:**

Body, head and legs in six positions

body1-6.png

Left arm in six positions

leftarm1-6.png

Right arm in six positions

rightarm1-6.png

One racquet

racquet.png

One tennis ball

ball.png

Sound of ball hitting the racquet

ball.wav

**Storyboard**

Task continues on the next screen

Reading time skipped.

BACK

NEXT

## Section C, Page 4

EXIT

Times

Materials

Instructions

Structure

Section A

1 2

3 4

5 6

7 8

9 10

11 12

13 14

15 16

17 18

19 20

Section B

1 2

3 4

5 6

7 8

9 10

11 12

13 14

Section C

Intro

1 2

3 4

12. Create an animation file *player fla* or *player.dir*

Set the size of your movie to 300 × 400 pixels.

Change the background colour to hexadecimal #006666

2 marks

13. Construct the player with racquet and ball as shown in demonstration.

Ensure the body parts, racquet and ball are in the correct layers.

4 marks

14. Use the player, ball and racquet to simulate the serving action shown in the demonstration.

6 marks

15. Make the ball follow the toss.

2 marks

16. Make the racquet connect with the ball at the correct time.

The ball moves to the right until it disappears as per the demonstration.

2 marks

17. Import the sound and play as the racquet connects with the ball.

1 mark

18. Add the animation to the home page.

1 mark



Reading time skipped.

End Section C

BACK