

**ICT Intensive Exercise Form 5 (IA4, IA5, IA6)**

Name:

IC No.:

Date:

1. Which of the following have a non-linear multimedia presentations?

*Antara yang berikut yang manakah mempunyai persembahan multimedia tidak linear?*

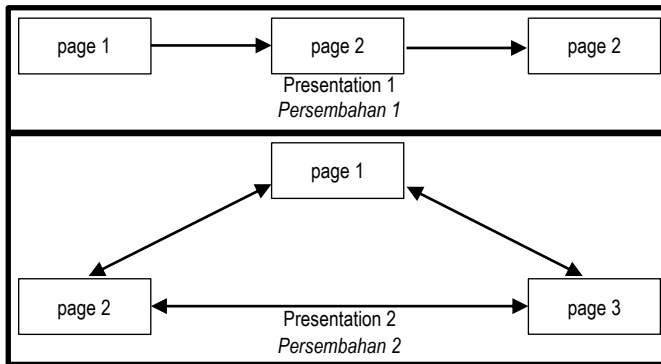
- I Movies / Tayangan filem
- II Computer games / Permainan komputer
- III Television advertisement / Iklan televisyen
- IV Web page browser / Pelungsur laman web
- A I and II
- B I and III
- C II and IV
- D III and IV

[1]

(SPM 2009)

2. Figure shows the design of two different multimedia presentations.

*Rajah menunjukkan rekabentuk dua persembahan multimedia yang berlainan.*



Based on Figure, which is a linear multimedia presentation?

*Berdasarkan Rajah, yang manakah persembahan multimedia linear?*

[1]

(SPM 2010)

3. Table shows two methods how Malisa and David get the informations from an encyclopedia.

*Jadual menunjukkan dua kaedah bagaimana Malisa dan David mendapatkan maklumat dari sebuah ensiklopedia.*

Users	Methods
Malisa	Uses encyclopedia stored on CD <i>Menggunakan ensiklopedia yang disimpan dalam CD</i>
David	Reads from the encyclopedia <i>Dibaca dari ensiklopedia</i>

State **four** advantages of using an encyclopedia stored on CD.

*Nyatakan empat kelebihan menggunakan sebuah ensiklopedia yang disimpan pada CD.*

[4]

(SPM 2007)

4. Animation is the creation of illusion of movement by displaying a series of still images in sequence.

*Animasi adalah penciptaan ilusi gerakan dengan memaparkan siri gambar pegun secara berturutan.*

**True / False**

[1]

(SPM 2008)

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5. Table shows the files used in developing a multimedia presentation.  
*Jadual menunjukkan fail-fail yang digunakan untuk membangunkan persembahan multimedia.*

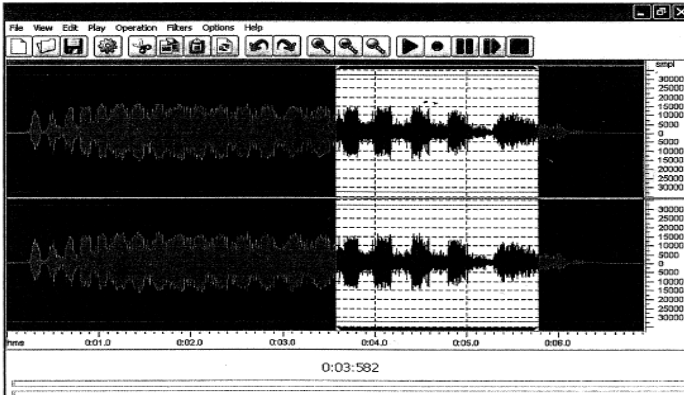
Element <i>Elemen</i>	File Names <i>Nama Fail</i>
P	cat.jpg goose.tiff line.bmp
Q	m1.avi p2.mpg c4.mov

Based on Table, identify the type of file in element:  
*Berdasarkan Jadual, kenal pasti jenis fail dalam elemen:*

- i) **P**  
[1]
- ii) **Q**  
[1]

(SPM 2010)

6. Figure shows a display of a piece of software.  
*Rajah menunjukkan paparan sebuah perisian.*



Based on Figure, state the type of software.  
*Berdasarkan Rajah, nyatakan jenis perisian itu.*

[1]

(SPM 2010)

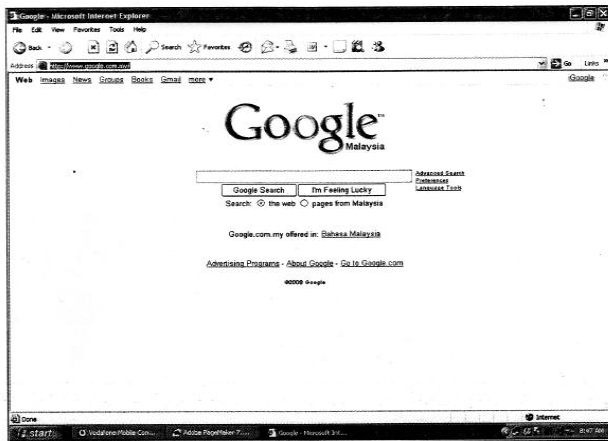
7. .... knowledge is required for a web developer to get started with a text-based editor.

Pengetahuan ..... diperlukan untuk pembangun web untuk memulakannya dengan editor berasaskan teks.

[1]

(SPM 2009)

8. Figure shows a web page.  
Rajah menunjukkan sebuah laman web.



- i) Based on Figure, state the type of program used to create the web page.  
*Berdasarkan Rajah, nyatakan jenis atur cara yang digunakan untuk membina laman web.*  
[1]
- ii) HTML is used to structure the web page. State what HTML stands for.  
*HTML disediakan untuk menstrukturkan laman web. Berikan makna HTML.*  
[1]

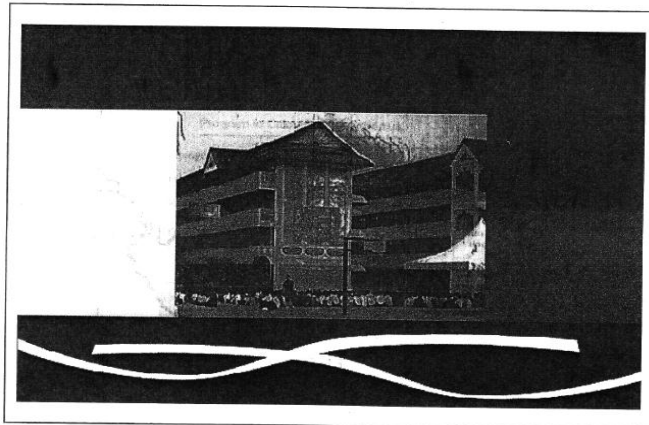
(SPM 2009)

9. Which of the following are WYSIWYG web editors?  
*Antara yang berikut, yang manakah penyunting web WYSIWYG?*

- I Frontpage / Frontpage
  - II Notepad / Notepad
  - III Dreamweaver / Dreamweaver
  - IV Internet Explorer / Internet Explorer
- A I and III
  - B I and IV
  - C II and III
  - D II and IV
- [1]

(SPM 2010)

10. Figure shows a web page in a web editor.  
Rajah menunjukkan laman web dalam suatu editor web.



Based on Figure:

Berdasarkan Rajah:

State **two** advantages of using this type of web editor.

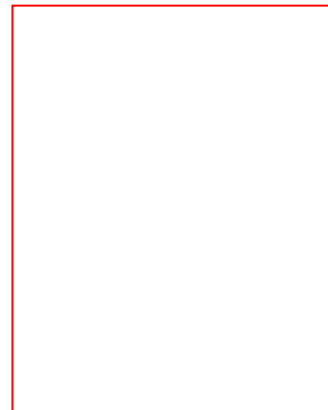
Nyatakan **dua** kelebihan menggunakan jenis editor web ini.

[2]

Based on user interface principles, give **two** modifications which would improve the design.

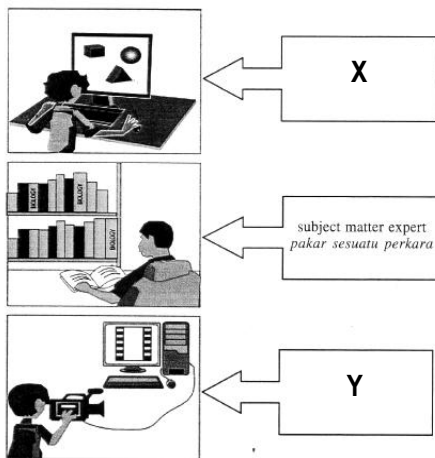
Berdasarkan prinsip antara muka pengguna, berikan **dua** pengubahsuaian supaya dapat meningkatkan reka bentuk itu.

[2]



(SPM 2010)

11. Figure shows tasks carried out by members of a multimedia development team.  
Rajah menunjukkan tugas pembangun multimedia.



Based on Figure state the name of the team groups in X and Y:

Berdasarkan Rajah nyatakan nama ahli pasukan dalam X dan Y:

- i) X [1]
- ii) Y [1]



(SPM 2009)

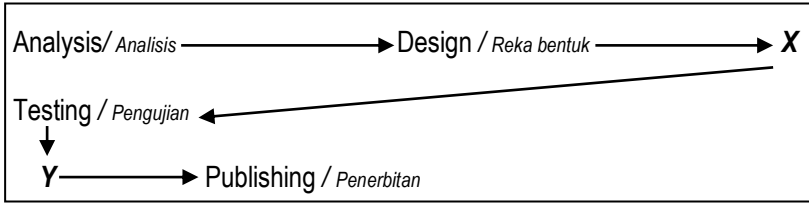
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12. Figure shows the phases in multimedia production.  
Rajah menunjukkan fasa-fasa dalam pengeluaran multimedia.



Based on Figure, identify:  
Berdasarkan Rajah, kenal pasti:

- i) **X**  
[1]
- ii) **Y**  
[1]

(SPM 2009)

13. The following statements refer to tasks carried out in one phase of multimedia production.  
Pernyataan berikut merujuk kepada tugas yang dilaksanakan dalam satu fasa produksi multimedia.

- Take pictures using a digital camera  
*Ambil gambar menggunakan kamera digital*
  - Download pictures from the Internet  
*Muat turun gambar dari Internet*
  - Edit pictures using an image editor  
*Sunting gambar menggunakan editor imej*

State the name of the phase.  
Nyatakan nama fasa itu.  
[1]

(SPM 2010)

14. Table shows some steps for two activities used in multimedia production.  
Jadual menunjukkan sedikit langkah daripada dua aktiviti yang digunakan dalam produksi multimedia

Activities	Steps
<b>A</b>	Choose the colours and layout of each individual screen. Determine the position of navigation buttons. <i>Pilih warna dan tata letak dari setiap paparan individu. Tentukan kedudukan kekunci navigasi</i>
<b>B</b>	Package the presentation using suitable software. Distribute the presentation for public viewing. <i>Pakej persembahan menggunakan perisian yang sesuai. Berkongsi persembahan untuk paparan awam</i>

Based on Table, name the phase which involves the following activities:  
Berdasarkan Jadual, namakan fasa yang melibatkan kegiatan-kegiatan berikut:

- i) **Activity A**  
[1]
- ii) **Activity B**  
[1]

(SPM 2007)

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15. State whether the following statement is **True** or **False**.  
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*

A programming language is a set of rules that can be used to tell a computer what tasks to carry out.  
*Bahasa pengaturcaraan adalah set aturan yang boleh digunakan untuk memberitahu komputer apa tugas untuk dilaksanakan.*

[1]

(SPM 2008)

16. Table shows the criteria of two generations of low-level programming languages.  
*Jadual menunjukkan kriteria dua generasi bahasa pengaturcaraan aras rendah.*

<b>X</b>
<input type="radio"/> human-readable notation / <i>nota yang boleh dibaca</i>
<input type="radio"/> use symbolic instruction codes / <i>menggunakan kod arahan simbolik</i>
<b>Y</b>
<input type="radio"/> instructions can be executed directly by CPU / <i>arahan boleh dilaksanakan terus oleh CPU</i>
<input type="radio"/> uses binary code / <i>menggunakan kod binari</i>

Based on Table, name the generation of programming language for:  
*Berdasarkan Jadual, namakan generasi bahasa pengaturcaraan untuk:*

- i) **X**  
[1]
- ii) **Y**  
[1]

(SPM 2010)

17. State whether the following statement is **True** or **False**.  
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*  
Program written using high level programming language must be translated into machines language before execution.  
*Atur cara yang ditulis menggunakan bahasa pengaturcaraan aras tinggi mesti diterjemahkan ke dalam bahasa mesin sebelum dilaksanakan.*

[1]

(SPM 2009)

18. Which is the following characteristics are related to **an object-oriented programming approach**.  
*Yang mana merupakan ciri-ciri berkaitan dengan pendekatan pengaturcaraan berorientasikan objek.*

- I Main routine is broken into smaller sections.  
*Rutin utama dipecah menjadi bahagian-bahagian yang lebih kecil.*
- II Data and instructions are separated.  
*Data dan arahan dipisahkan.*
- III Data and instructions are encapsulated into a single unit.  
*Data dan arahan diencapsulated ke dalam satu unit.*
- IV The programming language is event-driven.  
*Data dan arahan diencapsulated ke dalam satu unit.*
- A I and II
- B I and IV
- C II and III
- D III and IV

(SPM 2008)