

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?

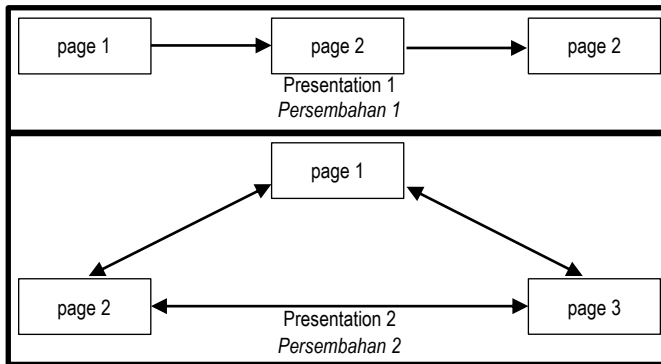
- I Movies / Tayangan filem
- II Computer games / Permainan komputer
- III Television advertisement / Iklan televisyen
- IV Web page browser / Pelungsur laman web
- A I and II
- B I and III
- C II and IV
- D III and IV

[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)

ICT Intensive Exercise Form 5 (LA4, LA5, LA6)

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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.

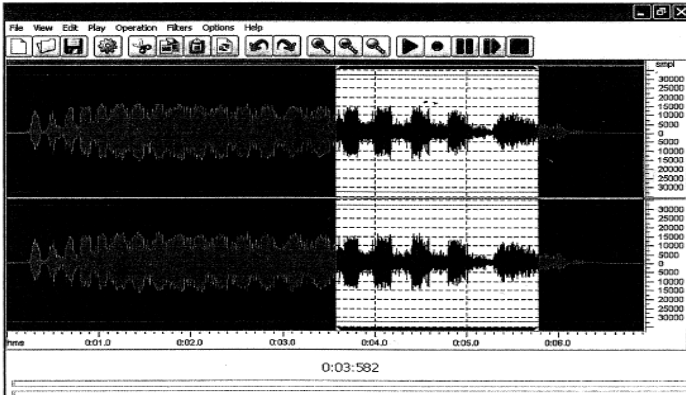
Element <i>Elemen</i>	File Names <i>Nama Fail</i>
P	cat.jpg goose.tiff line.bmp
Q	m1.avi p2.mpg c4.mov

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)

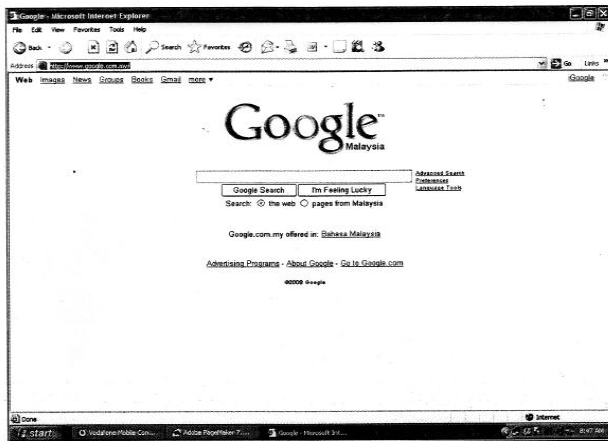
7. knowledge is required for a web developer to get started with a text-based editor.

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]

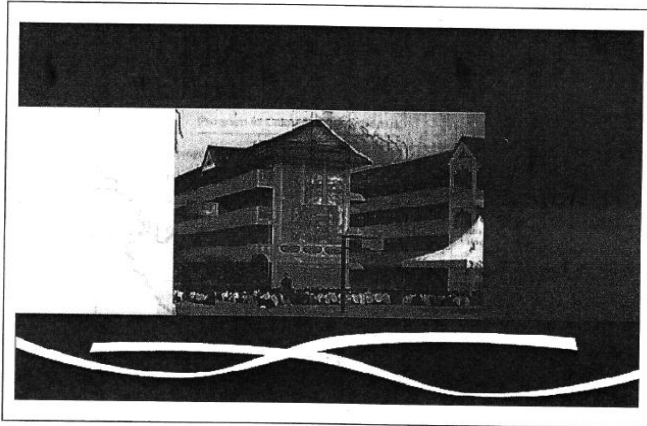
(SPM 2009)

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.

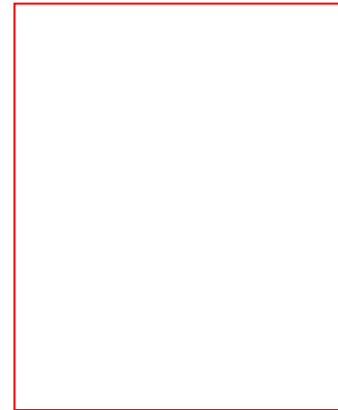
Nyatakan **dua** kelebihan menggunakan jenis editor web ini.

[2]

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

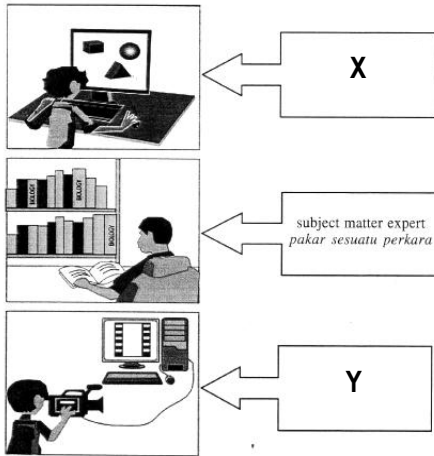
Berdasarkan prinsip antara muka pengguna, berikan **dua** pengubahsuaian supaya dapat meningkatkan reka bentuk itu.

[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)

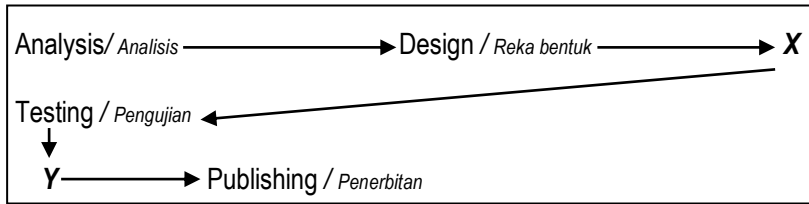
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12. Figure shows the phases in multimedia production.
Rajah menunjukkan fasa-fasa dalam pengeluaran multimedia.



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
A	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	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.

X
<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>
Y
<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)