

Lesson – 8

STAR OFFICE BASE

- Like sound _____ is also recorded and played back as an analog signal.
a. Video b. Audio c. Image d. Graphic
- We can reduce the size of the video files by _____ them.
a. Compressing b. converting c. Zipping d. Morphing
- _____ format is one that is commonly used for transferring music information.
a. AIFF b. WAVE c. MIDI d. TIFF
- MIDI was developed in _____ year.
a. 1982 b. 1972 c. 1962 d. 1992
- The MIDI format cannot contain sounds, it contains only _____ notes.
a. Movie b. Wave c. Digital d. Music
- The real audio format was developed by _____.
a. Real player b. Real format c. Real networks d. Real life
- The _____ format was developed by Apple.
a. AIFF b. AU c. MU d. AVI
- Video files stored in MPEG format have the extension _____ or _____.
a. .wa or .wav b. .mpg or .mpeg c. .aif or .aiff d. .mid or .midi
- Files in the windows media format have the extension _____.
a. .ram b. .au c. .wav d. .wmv
- The shockwave format was developed by _____.
a. Microsoft b. Macromedia c. Apple d. IBM
- We can add inline sound by using _____ tag.
a. <bgsound> b. <bgobject> c. <sound> d. <bgimage>
- _____ application can be launched using the <embed> <apple>, or the <object> tags.
a. Plug-out b. Helper c. Image d. Sound
- A 5-second audio file can be as heavy as _____ MB.
a. 1 b. 2 c. 3 d. 4
- The major factor to be considered to include multimedia element in multimedia file is the _____ of the file.
a. Bandwidth b. Width c. Length d. Size
- A heavy video or animation file in a WBT may not load because of poor _____.
a. Bandwidth b. Presentation c. KBPS d. signal
- The _____ input addresses the different styles of different users.
a. Multi-sensory b. Media c. Multimedia d. Multi-sense
- _____ and animations are frequently used to make computer games thrilling and realistic.
a. High-end graphics b. Graphics c. Special effects d. Images

18. _____ is an application that allows you to send and receive messages over cell phone.
a. Multimedia b. MMS c. Message service d. Animated service
19. The act of allowing the users to participate activity are called _____ multimedia.
a. External b. Internal c. Interactive d. Extractive
20. _____ graphics help in rendering the image effectively on the screen.
a. Image b. Static c. Vector d. Lossy
21. The conversion of analog sound waves to a digital format is called _____.
a. Frequency b. Pitch c. Sampling d. Amplitude
22. The _____ of information presented in multimedia encyclopedia is greater than printed information.
a. Impact b. Effect c. Outcome d. Result
23. Virtual reality provides an/a _____ which is experienced by users as similar to reality.
a. Environment b. Industry c. Situation d. Location
24. Multimedia is also used for _____ communications and presentations.
a. Company b. Communal c. Corporate d. Commercial
25. _____ format supports full color and produces relatively small file sizes.
a. GIF b. JPG c. JPEG d. IMG
26. _____ is a computer based presentation technique.
a. Media b. Multimedia c. Graphics d. Animation
27. _____ package are used to train and educate people world over.
a. E-publishing b. E-tutorial c. E-learning d. Educational
28. The most common version of learning packages are _____.
a. CBT/WBT b. CAD/CAM c. CBT/CAM d. CAD/WBT
29. Computer Based Tutorial are _____ learning aids.
a. Self-learning b. Self-tutor c. Self-placed d. Self-taught
30. In CBT/WBT there is no _____.
a. Learner b. Trainer c. Instructor d. Trainee
31. CBT/WBT eliminates the _____ problem of getting together people from different parts of the world.
a. Logical b. Logistical c. Language d. Linguistic
32. Multimedia based training is also being _____ used to train and educate children.
a. Intensively b. Extensively c. Instinctively d. Expansively
33. Multimedia _____ are very effective in explaining difficult concepts and facts.
a. Presentation b. Program c. Simulations d. Slides
34. The use of _____ in multimedia material makes it easier to search and view related content.
a. Connection b. Link c. Hyperlinks d. Linkage
35. Multimedia games are popular pastime and are software program available either as _____ or _____.

- a. CD-ROMs, online b. CD-ROM, offline c. Disk, online d. Disk, offline
36. Multimedia is heavily used in the _____ industry.
a. Advertisement b. Entertainment c. Amusement d. Diversion
37. The various multimedia components are coordinated with a technique called _____.
a. Illusion b. MMS c. Simulation d. Imitation
38. In medicine, we can train doctors by simulating a surgical procedure without _____ the human life.
a. Disturbing b. Harming c. Risking d. Endangering
39. Both GIF/JPG formats are _____ static bitmap images.
a. Enhanced b. Compressed c. Clear d. Pixel
40. In _____ the color of every pixel is different when compressed.
a. JPG b. GIF c. JPEG d. BMP
41. _____ is not well fitted for photographic works.
a. JPG b. GIF c. JPEG d. BMP
42. _____ is best suited for storing simple graphic images with relatively few colors.
a. JPG b. GIF c. JPEG d. BMP
43. The _____ image files are lossy format.
a. JPG b. GIF c. JPEG d. BMP
44. All _____ have the option to save images in JPEG.
a. Cameras b. Digital cameras c. Computers d. laptops
45. The _____ format supports full color and produces relatively small size.
a. JPG b. GIF c. JPEG d. BMP
46. _____ help in rendering the image effectively on the screen.
a. Image b. Static c. Vector graphics d. Lossy
47. The sound that you hear are _____ wave patterns.
a. Analog b. Digital c. Hybrid d. Pitch
48. Special effect for sound could be added using sound editing program called _____.
a. Sound forge b. Sound page c. Sound echo d. Sound task
49. Animations can be of _____ or _____ dimensional.
a. Three, two b. One, three c. One, two d. Two, three
50. 2-D animation are broadly classified into _____ categories.
a. 1 b. 2 c. 3 d. 4
51. _____ animation consists of multiple drawings, each one a little different from the other.
a. Cel-based b. Object-based c. Circuit-based d. Digital-based
52. _____ based animation referred to as slide or path are created by moving an object across a screen.
a. Cel b. Object c. Circuit d. Digital
53. Object-based animations are usually seen in _____ games.
a. Video b. Cel c. Computer d. All the above

54. How many step process are there to create a 3-D animation?
a. 1 b. 2 c. 3 d. 4
55. After modeling and animating _____ should be done on a 3-D object.
a. Morphing b. Warping c. Imaging d. Rendering
56. _____ is the technique of distorting a single image to represent something.
a. Modeling b. Warping c. Morphing d. Rendering
57. _____ is a technique by which a recurring set of information is identified.
a. Compression b. Conversion c. Zip d. Morphing
58. _____ compression retains the exact image throughout the compression.
a. Lossless b. Lossy c. Jerky d. Murky
59. _____ compression provides a comparatively higher ratio of compression but results.
a. Lossless b. Lossy c. Jerky d. Murky
60. _____ are very flexible format that can be used for wide range of musical application.
a. WAVE b. MIDI c. AIFF d. MOVIE
61. A MIDI file that plays for approximately 5 minutes may be only _____ KB.
a. 25 b. 35 c. 45 d. 55
62. Sound files in the MIDI format have the extension _____ or _____.
a. .rm or .ram b. .mid or .midi c. .aif or .aiff d. .tif or .tiff
63. The file format extension of Real audio is _____ or _____.
a. .rm or .ram b. .mid or .midi c. .aif or .aiff d. .tif or .tiff
64. The format files neither cross-platform nor supported by popular web browsers.
a. AIFF b. MPEG c. SND d. AVI
65. The _____ format was developed by IBM and Microsoft.
a. WAVE b. MPEG c. AVI d. MIDI
66. The Audio Video Interleave was developed by _____.
a. Apple b. IBM c. Microsoft d. Lotus
67. The AVI format was developed by Microsoft in the year _____.
a. 1992 b. 1993 c. 1994 d. 1995
68. Video files stored in the AVI format have the extension _____.
a. .mpeg b. .wav c. .avi d. .snd
69. The Quick Time format have the extension _____.
a. .mov b. .mpeg c. .mpg d. .mu
70. The shockwave format is used to store multimedia components created using _____.
a. Media player b. Mpeg c. Flash d. Dream weaver
71. Sound and video in multimedia application can be played _____ or by using a _____.
a. Help, online b. Online, helper c. Onliner, help d. Inline, help
72. The helper application in web page is called _____.
a. OLE b. OLEDB c. Plug-in d. Applet

73. During a regular _____ transfer the entire file is downloaded to the user's computers.
a. HTTP b. TIFF c. AIFF d. MIDI
74. When we stream the file, the user's computer is in constant contact with the ___ with file.
a. Workstation b. PC c. Server d. Node
75. While downloading on the web _____ multimedia element, particularly videos in smaller windows.
a. Show b. Present c. Exhibit d. Display
76. Multimedia _____ are being used in a variety of different fields.
a. Applications b. Programs c. Visuals d. Graphics
77. _____ is widely used to add special effects to movies.
a. Animation b. Graphic c. Multimedia d. Audio-visual
78. A high-end _____ of the games is a flight simulator.
a. Variety b. Visual c. Existence d. Extension
79. CBT available on the _____.
a. CD/RWT b. CD-ROMs c. CD-RAM d. CD-CAM
80. WBT are available on the _____.
a. Internet b. Intranet c. CD-RAM d. VD-CBT
81. In CBT/WBT the _____ need not have to travel to a location to attend the classes.
a. Learner b. Trainer c. Instructor d. Trainee
82. _____ training are cost-effective.
a. CBT/WBT b. Tutorial c. Technical d. Computer
83. _____ and _____ are the input devices used in creating simulation.
a. Keyboard, mouse b. Joystick, sensors
c. Keyboard, sensors d. Mouse, joystick
84. _____ and _____ are the output devices used in creating simulation.
a. Headphones, goggles b. Headphone, monitor
c. Monitor, goggles d. all the above
85. In engineering multimedia tools are used for _____ and _____ new components and products.
a. Designing, testing b. Designing, tasking
c. Developing, testing d. Developing, tasking
86. In multimedia, a scientist can look at the molecular model of the compound and ____ it.
a. Manipulate b. Process c. Produce d. Prepare
87. The two most common multimedia file formats are _____ and _____.
a. Nxview files, GIF b. GIF&JPEG c. GIF & JPG d. Vector, Graphics
88. _____ are typical examples of static images.
a. Messages b. Jokes c. Photographs d. File
89. A _____ file uses a much more complex technique.
a. JPG b. JPEG c. GIF d. BMP

90. GIF is limited to an _____ palatte.
a. 4-bit b. 6-bit c. 8-bit d. 16-bit
91. _____ attributes control the characteristics of sound.
a. 1 b. 2 c. 3 d. 4
92. The volume is the height of each _____ in the waves.
a. Crest b. Cycle c. Time d. Pitch
93. The distance between the crests of the wave is called _____.
a. Crest b. Sound c. Pitch d. Volume
94. MMS means _____.
a. Multimedia service b. Multimedia messaging system
c. Multimedia system d. Multimedia messaging service
95. The various multimedia components are coordinated with a technique called _____.
a. Animation b. Virtual reality c. Morphing d. Warping
96. _____ is a technique by which you can blend two or more images to form a new image.
a. Animation b. Virtual reality c. Morphing d. Warping
97. _____ applications include text, sound and video to product high quality products.
a. Presentation b. Multimedia c. Animations d. Images