

## CHAPTER 6:

### GRAPHICS, DIGITAL MEDIA, AND MULTIMEDIA

#### Multiple Choice:

1. \_\_\_\_\_ coined the terms *hypertext* and *hyperlink*.

- A. Bill Gates
- B. Andy Grove
- C. Ted Nelson
- D. Leonardo da Vinci

**Answer: C**

2. Pixels are:

- A. large dots (also known as speckles) of ink from a bleeding cartridge of an inkjet printer.
- B. dots of a digital image arranged in rows.
- C. points of light used by a cordless, wireless, optical mouse.
- D. points on the end of a PDA handheld device.

**Answer: B**

3. When a program assigns 8 bits to a pixel, that pixel can display one of up to \_\_\_\_\_ different shades of gray.

- A. 8
- B. 64
- C. 256
- D. 1,024

**Answer: C**

4. The number of pixels per linear inch is called:

- A. resolution.
- B. bit depth.
- C. byte depth.
- D. vector graphics.

**Answer: A**

5. The number of bits devoted to each pixel is called:

- A. resolution.
- B. bit depth.
- C. byte depth.
- D. vector graphics.

**Answer: B**

6. Software that represents lines and shapes as formulas rather than collections of individual pixels is known as:

- A. vector graphics software.
- B. raster graphics software.
- C. bit-mapped graphics software.
- D. resolution software.

**Answer: A**

7. \_\_\_\_\_ is a standard page-description language built into many high-end output devices.

- A. Subscript
- B. XML

Chapter 6: Graphics, Digital Media, and Multimedia

C. HTML

D. PostScript

**Answer: D**

**8.** CAD stands for:

A. central-assisted design.

B. computer application design.

C. computer-aided database.

D. computer-aided design.

**Answer: D**

**9.** CAM stands for:

A. computer-assembly manufacturing.

B. computer application and manifestation.

C. computer-aided manufacturing.

D. computer application and marketing.

**Answer: C**

**10.** PowerPoint is an example of:

A. presentation graphics software.

B. animation software.

C. photo management software.

D. 3-D modeling software.

**Answer: A**

**11.** The creation of motion from still pictures is called:

A. sampling.

Chapter 6: Graphics, Digital Media, and Multimedia

- B. 3-D modeling.
- C. transition.
- D. animation.

**Answer: D**

**12.** Hardware used to convert analog signals into digital data is called a(n)

- A. analoger.
- B. digitizer.
- C. FireWire medium.
- D. broadcast converter.

**Answer: B**

**13.** When something is displayed at the same time as it is created, accessed, or imported, it is known as:

- A. digital time.
- B. real time.
- C. online time.
- D. batch time.

**Answer: B**

**14.** What is the process that condenses files so they can be stored in less space and transmitted over the Internet at a faster rate?

- A. Data downloading
- B. Data compression
- C. Digitization
- D. Defragmentation

**Answer: B**

15. The process of copying files to a CD is known as:

- A. burning.
- B. zipping.
- C. digitizing.
- D. ripping.

**Answer: A**

16. Music played on a computer but never downloaded is known as:

- A. P2P.
- B. streaming.
- C. MP3.
- D. electronica.

**Answer: B**

17. A standard interface used to send commands between computers and musical instruments is:

- A. Hypermedia.
- B. RealAudio.
- C. MIDI.
- D. AAC.

**Answer: C**

18. The term \_\_\_\_\_ refers to a combination of text, graphics, animation, video, music, voice, and sound effects used to communicate a message.

- A. multitasking
- B. hyperlinking
- C. multicasting

D. multimedia

**Answer: D**

19. The \_\_\_\_\_ world creates the illusion of immersion.

- A. virtual
- B. hypermedia
- C. MIDI
- D. CIM

**Answer: A**

20. The main difference between CMYK and RGB image representation is that:

- A. CMYK uses a subtractive method while RGB uses an additive method.
- B. CMYK uses an additive method while RGB uses a subtractive method.
- C. CMYK can represent truly white pixels while RGB cannot.
- D. CMYK cannot represent truly white pixels while RGB can.

**Answer: A**

21. One major difference between JPEG file format and BMP file format is that:

- A. JPEG is for storing images while BMP is for storing audio.
- B. JPEG is for storing audio while BMP is for storing images.
- C. JPEG uses less memory than BMP does for storing the same information.
- D. BMP uses less memory than JPEG does for storing the same information.

**Answer: C**

22. Lossy compression:

- A. is not widely used because it causes serious corruption of image, audio, and video files.
- B. is indicative of poor quality software.
- C. allows to store large amount of data in less memory without visible deterioration of quality.
- D. takes place while disposing of old files of large size.

**Answer: C**