CISC 3610 Spring 2023 Review Questions:

1) What does Multimedia mean?
2) Compare Linear/Non Linear Media.
3) Explain how the computer interface has changed over time.
4) Explain the concept of the Document Object Model .
5) What are sprites?
6) What are onClick events used for?
7) Explain what are:
   - HTML Canvas
   - HTML Canvas Context
8) What is the purpose of window.setTimeout?
9) What does this do: `document.addEventListener("DOMContentLoaded", start);`
10) What is the purpose of a DIV tag?
11) When drawing lines on a canvas, what is the difference between: `moveTo, lineTo, stroke`?
12) What are the reasons you would use **save**, **translate**, **restore** for a canvas?
13) What is the **Console** used for in JavaScript?
14) When loading an image, what is the purpose of an **onload** event?
15) What is the purpose of <!DOCTYPE html> ?

16) When giving a user a list of options to choose from:
    What is the difference between radio buttons compared to check boxes?

17) What is wrong with the following code. Nothing appears on the screen:

    1. <canvas id="myCanvas" width="300" height="150"></canvas>
    2. <script>
    3.

    4. var c = document.getElementById("myCanvas");
    5. var ctx = c.getContext("2d");
    6. ctx.rect(20, 20, 150, 100);

    7.

    8. </script>

    Write down the **line number** and add the **missing command**.

18) What did you learn about **Storing Data** in a web browser?

19) How does a Bootstrap gird layout help you place items on your web page?

20) What did you learn about **Collision Detection**? For example, what would you test to see if an object is going off the canvas area to make it bounce back within the canvas?

21) Compare a **Bitmap/Vector** image

22) Compare an **8 bit color palette image** to a **24 bit color image** in some detail

23) Image Types:

Why is it better to use a **JPG** image for a photograph of a person as an image on a web page as opposed to a GIF image?

Why is it better to use a **GIF** image for a cartoon of a logo with only 16 colors as opposed to a JPG image?

24) Explain **Voice Recognition** in the computer as best that you can.

25) What did you learn about **audio** uses in multimedia?

26) What did you learn about Computer **User Interface** Design?

27) What is the purpose of **JavaScript**?

28) What does **Multimedia Programming** mean to you?

29) Can you give some examples of why **media** is useful for applications?

30) What would you write for the button code below to make it call a function named *"begin"* when the button is clicked?

```
<button _____>Click me</button>
```

31) Write the code for lines 1-4 and fill in the blanks so that the program will draw on the canvas a **red stroke colored rectangle size 100x100 starting at position 0,0**:

```
<canvas id="paper" width="300" height="150"></canvas>

<script>
    1. var c = document.getElementById("_____");
    2. var ctx = c.getContext("___");
    3. ctx.strokeStyle="_____";
       ctx._____(_,_,_,_);
    4. ctx._____();

</script>
```

32) A restaurant is testing two menu ordering systems:

- One is a voice recognition device where people ask for an item from a **printed** menu using their voice. **There is no screen.** The system can respond only by voice back to the user over the speaker system.
- The other is a tablet of the menu on a touch screen where they touch what they want. Here the system can only display information back on the screen, **there is no speaker/mic used**.

Compare what **design issues** you will need to do to make sure the order received is what the customer wants.

- Voice Recognition
- Touch Screen menus