CISC 3610 Fall 2022 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 grid 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