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Subject: COMPUTER

Std -11 Science/Commerce

Source : Computer Textbook

Ch-1 Introduction to Multimedia

Dear students ,

Solve the given MCQ's from Chapter -1 Introduction to HTML by OMR pattern.

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Computer Teacher*

1. _____ is all about adding various effects to make communication effective.
Oa) Multimedia Ob) Integral Oc) Visualize Od) Message
2. The term multimedia has been coined from _____ words.
Oa) One Ob) Two Oc) Three Od) Four
3. Multimedia is a combination of different media elements like _____.
Oa) Text, Audio Ob) Graphics, Animation Oc) Video Od) All of these
4. A computer capable of handling text, graphics, audio, video and animation is sometimes called _____ computer.
Oa) Graphics Ob) Multimedia Oc) a & b both Od) None of these
5. Multimedia is combination of _____ media elements.
Oa) 2 Ob) 4 Oc) 5 Od) 6
6. _____ is used to communicate information to the user.
Oa) Text Ob) Graphics Oc) Video Od) Animation
7. The _____ data for multimedia can be developed using any text editor.
Oa) Textual Ob) Images Oc) Animations Od) All of these
8. The text can have different _____.
Oa) Type Ob) Size Oc) Color Od) All of these
9. A _____ is family of character or letters which have similar look.
Oa) Type Ob) Typeface Oc) Style Od) None of these
10. Typefaces have different style and size known as _____.
Oa) Handwriting Ob) Font Oc) Style Od) All of these
11. _____ is the distance between the top of the letter to the bottom point.
Oa) Style Ob) Color Oc) Size Od) Face
12. We have a font of "Arial Black 20 point", in this statement _____ is style.
Oa) 14 Ob) point Oc) Arial Black Od) None of these
13. Typeface is categorized into _____.
Oa) One Ob) Two Oc) Three Od) Four
14. _____ is a little decoration at the end of the character.
Oa) Sarif Ob) Serif Oc) Sans Od) None of these
15. Which of the following is the example of Serif font?
Oa) Arial Ob) Verdana Oc) Century Od) Helvetica
16. _____ is a without decoration.
Oa) Sarif Ob) Serif Oc) Sans **Od) Sans Serif**
17. Text in multimedia is different from the text used in traditional _____ method.
Oa) Pen Ob) Paper Oc) a & b both Od) None of these
18. Which of the following step used to open drawing toolbar?
Oa) View → Drawing → Toolbars Ob) View → Toolbars → Drawing
Oc) Insert → Toolbars → Drawing Od) Insert → Drawing → Toolbars



19. On drawing toolbar click on _____ icon.
 Oa) Framework Gallery Ob) Fontwok Gallery
 Oc) Clipart Gallery Od) Wordart Gallery
20. _____ click on the object to enter into the text edit mode.
 Oa) Single Ob) Double Oc) Triple Od) a or b
21. By pressing _____ key to exit the text edit mode.
 Oa) Tab Ob) Esc Oc) Shift Od) Alt
22. _____ is the most important element of multimedia.
 Oa) Sound Ob) Text Oc) Graphics Od) All of these
23. The term _____ is used in the analog form, and the digitized form of the sound in called audio.
 Oa) Sound Ob) Images Oc) Graphics Od) Animation
24. In the absence of the presenter, _____ plays an important role.
 Oa) Graphics Ob) Images Oc) Sound Od) Video
25. Which of the following required for multimedia applications?
 Oa) Speaker Ob) Microphone Oc) Web Camera **Od) All of these**
26. Which of the following step required to open Sound Recorder?
 Oa) Applications → Sound and Audio → Sound Recorder
 Ob) Applications → Audio and Video → Sound Recorder
 Oc) Applications → Sound and Video → Sound Recorder
 Od) None of these
27. In Sound Recorder dropdown list, there are _____ options.
 Oa) One Ob) Two Oc) Three Od) Four
28. Which of the following format used Audio File Extension?
 Oa) .wav, .mid Ob) .midi, .wma Oc) .mp3, .mpga Od) All of these
29. _____ is the most popular uncompressed sound format on the internet.
 Oa) .wav Ob) .midi Oc) .mp3 Od) All of these
30. The _____ is the new compressed format for recorded music.
 Oa) .wav Ob) .midi Oc) .mp3 Od) None of these
31. Information communicated through _____ is easier to remember and understand.
 Oa) Images Ob) Text Oc) a & b both Od) None of these
32. Images used in a multimedia application can be photographs converted into digital form with the help of _____ or generated on the computer.
 Oa) Fax Ob) Scanners Oc) a & b both Od) None of these
33. Computers store the pictures in the form of _____
 Oa) Bytes Ob) Pixels Oc) Inches Od) None of these
34. Pixels maps also known as _____ images.
 Oa) Bitmap Ob) Raster Oc) a & b both Od) Vector
35. A _____ is the small dot on the screen.
 Oa) Bytes Ob) Pixel Oc) Image Od) Text
36. A _____ is a two dimensional matrix of these dots.
 Oa) Map Ob) Pixel Oc) Byte Od) None of these
37. Another form of image generated by computers is _____ graphics.
 Oa) Bitmap Ob) Raster Oc) Vector Od) All of these
38. Vector images store the images in the form of _____
 Oa) Pixel Ob) Mathematical Calculations
 Oc) Matrix Od) None of these
39. When you enlarge the bitmap image, it will _____
 Oa) Same Ob) Blur Oc) Stretched Od) None of these
40. _____ file format uses limited number of colors.
 Oa) BMP Ob) GIF Oc) JPEG Od) TIF



41. _____ file format supports upto 32-bit colors.
 Oa) PSD Ob) GIF Oc) JPEG Od) PNG
42. _____ file format an improvement over gif.
 Oa) PSD Ob) GIF Oc) JPEG Od) PNG
43. _____ file format supports upto 24-bit colors.
 Oa) PSD Ob) GIF Oc) JPEG Od) PNG
44. _____ file format platform independent format which is widely used today.
 Oa) BMP Ob) GIF Oc) JPEG Od) TIF
45. The term _____ refers to the sequence of natural scenes captured using analog or digital video capturing device.
 Oa) Video Ob) Audio Oc) Graphics Od) Animation
46. _____ is a visual change over time.
 Oa) Video Ob) Audio Oc) Graphics Od) Animation
47. _____ is created using real time visuals.
 Oa) Animation Ob) Video Oc) Audio Od) All of these
48. _____ is created from drawn pictures.
 Oa) Video Ob) Animation Oc) Graphics Od) Audio
49. Which of the following is an example of animation movies?
 Oa) Kung Fu Panda Ob) Smurfs Oc) a & b both Od) None of these
50. Animations can be classified into _____ types.
 Oa) One Ob) Three Oc) Two Od) Four
51. Which of the following is an example of 2D animation?
 Oa) Flash Ob) Blender Oc) Maya Od) All of these
52. Which of the following is an example of 3D animation?
 Oa) Synfig Studio Ob) Pencil Oc) 3D Max Od) All of these
53. Which of the following is video format?
 Oa) .mp4 Ob) .swf Oc) .mov Od) All of these
54. Which of the following format developed by Apple?
 Oa) .wmv Ob) .mov Oc) .swf Od) .mp4
55. Which of the following format is combination of audio and video?
 Oa) .flv Ob) .ram Oc) .avi Od) .mpg
56. Today _____ is most widely used format for the internet video.
 Oa) .swf Ob) .flv Oc) .mp4 Od) .mov
57. Inline media objects are specified inside the program using a specific _____ tag.
 Oa) <inlineobject> Ob) <inlinemediaobject> Oc) <inline> Od) None of these
58. _____ are extra helper programs that can be easily installed and used as a part of the web browser.
 Oa) inline Ob) inline object Oc) plug-in Od) media object
59. Multimedia is classified into _____ category.
 Oa) One Ob) Two Oc) Three Od) Four
60. Another classification of multimedia is based on its applications _____
 Oa) Entertainment Ob) Edutainment Oc) a & b both Od) Multimedia Stage
61. In _____ multimedia the user simply watches the media as it plays from beginning to the end. He / She has no control over the flow.
 Oa) Interactive Ob) Non-Interactive Oc) Edutainment Od) Entertainment
62. In _____ multimedia, the sequence and timing of media elements can be controlled by the user.
 Oa) Interactive Ob) Non-Interactive Oc) Edutainment Od) Entertainment
63. The difference between _____ media and multimedia is that there is a shift from audience to user and the communication becomes two-way instead of one-way.
 Oa) Mass Ob) Audience Oc) a & b both Od) None of these



64. All types of games, movies are example of _____ multimedia.
Oa) Interactive Ob) Non-Interactive Oc) Edutainment Od) Entertainment
65. The multimedia titles that educate the user are classified under _____ multimedia.
Oa) Interactive Ob) Non-Interactive Oc) Edutainment Od) Entertainment
66. Multimedia is used to produce computer based training courses commonly known as _____.
Oa) TBT Ob) BCT Oc) CBT Od) TBC
67. Which of the following is the final state of any multimedia project?
Oa) Programming Ob) Testing Oc) Storyboarding Od) Scripting
68. During _____ stage the actual visualization of the project takes place.
Oa) Programming Ob) Testing Oc) Storyboarding Od) Scripting
69. In _____ stage we need to find out about the audience, their skills, needs and qualification.
Oa) Research & Analysis
Ob) Collection of Media elements and Construction
Oc) Storyboarding
Od) Scripting & Flowcharting
70. _____ means deciding the flow of the multimedia project.
Oa) Research & Analysis
Ob) Collection of Media elements and Construction
Oc) Storyboarding
Od) Scripting & Flowcharting

“STAY HOME, STAY SAFE”

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