

ICT Intensive Exercise Form 5 (IA4, IA5, IA6)

Name:

IC No.:

Date:

1. Which of the following have a non-linear multimedia presentations?
 Antara yang berikut yang manakah mempunyai persembahan multimedia tidak linear?

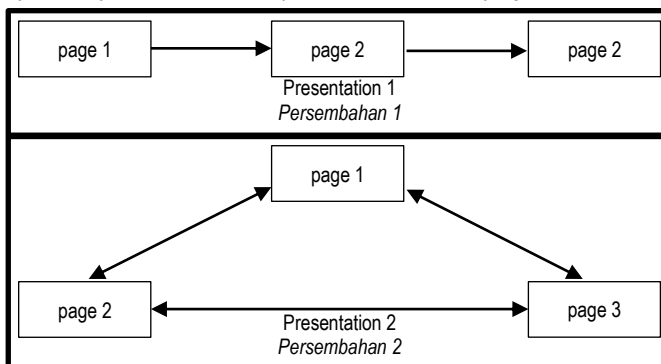
- I Movies
Tayangan filem
- II Computer games
Permainan komputer
- III Television advertisement
Iklan televisyen
- IV Web page browser
Pelungsur laman web
- A I and II
- B I and III
- C II and IV
- D III and IV

[1]

C

(SPM 2009)

2. Figure shows the design of two different multimedia presentations.
 Rajah menunjukkan rekabentuk dua persembahan multimedia yang berlainan.



Based on Figure, which is a linear multimedia presentation?
 Berdasarkan Rajah, yang manakah persembahan multimedia linear?

[1]

Presentation 1

(SPM 2010)

3. Table shows two methods how Malisa and David get the informations from an encyclopedia.
 Jadual menunjukkan dua kaedah bagaimana Malisa dan David mendapatkan maklumat dari sebuah ensiklopedia.

Users	Methods
Malisa	Uses encyclopedia stored on CD <i>Menggunakan ensiklopedia yang disimpan dalam CD</i>
David	Reads from the encyclopedia <i>Dibaca dari ensiklopedia</i>

- Weight of cd is very light.
- Can get information easily.
- Can get information faster.
- Using computer, multimedia capability.

State **four** advantages of using an encyclopedia stored on CD.
 Nyatakan **empat** kelebihan menggunakan sebuah ensiklopedia yang disimpan pada CD.

[4]

(SPM 2007)

4. Animation is the creation of illusion of movement by displaying a series of still images in sequence.
 Animasi adalah penciptaan ilusi gerakan dengan memaparkan siri gambar pegun secara berturutan.

True / False

[1]

True

(SPM 2008)

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5. Table shows the files used in developing a multimedia presentation.
Jadual menunjukkan fail-fail yang digunakan untuk membangunkan persembahan multimedia.

Element <i>Elemen</i>	File Names <i>Nama Fail</i>
P	cat.jpg goose.tiff line.bmp
Q	m1.avi p2.mpg c4.mov

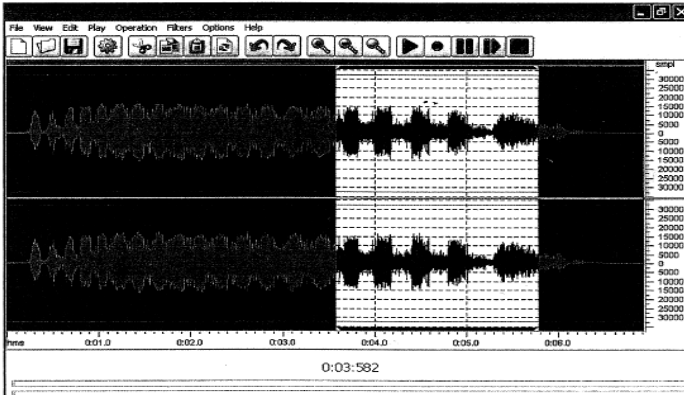
Based on Table, identify the type of file in element:
Berdasarkan Jadual, kenal pasti jenis fail dalam elemen:

- i) P [1]
 ii) Q [1]

i) Graphic
 ii) Video

(SPM 2010)

6. Figure shows a display of a piece of software.
Rajah menunjukkan paparan sebuah perisian.



Based on Figure, state the type of software.
Berdasarkan Rajah, nyatakan jenis perisian itu.

[1]

Audio

(SPM 2010)

7. knowledge is required for a web developer to get started with a text-based editor.
Pengertian diperlukan untuk pembangun web untuk memulakannya dengan editor berasaskan teks.

[1]

HTML (Hypertext Markup Language)

(SPM 2009)

8. Figure shows a web page.
Rajah menunjukkan sebuah laman web.



- i) Text Based
- ii) Hypertext Markup Language

- i) Based on Figure, state the type of program used to create the web page.
Berdasarkan Rajah, nyatakan jenis atur cara yang digunakan untuk membina laman web.
[1]
- ii) HTML is used to structure the web page. State what HTML stands for.
HTML disediakan untuk menstrukturkan laman web. Berikan makna HTML.
[1]

(SPM 2009)

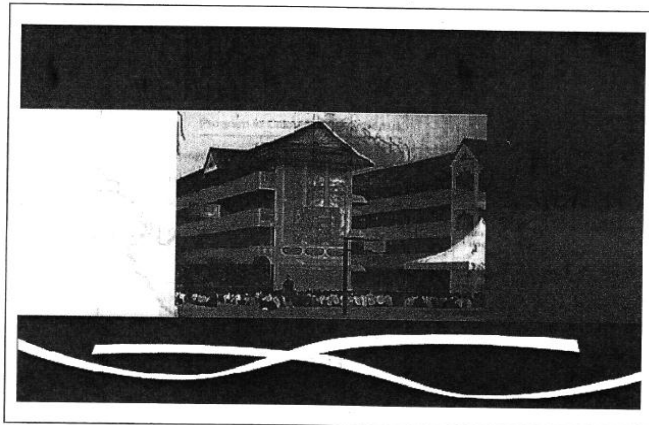
9. Which of the following are WYSIWYG web editors?
Antara yang berikut, yang manakah penyuntinging web WYSIWYG?

- I Frontpage
 - II Notepad
 - III Dreamweaver
 - IV Internet Explorer
- A I and III
 - B I and IV
 - C II and III
 - D II and IV
- [1]

A

(SPM 2010)

10. Figure shows a web page in a web editor.
Rajah menunjukkan laman web dalam suatu editor web.



Based on Figure:

Berdasarkan Rajah:

State **two** advantages of using this type of web editor.

Nyatakan **dua** kelebihan menggunakan jenis editor web ini.

[2]

Based on user interface principles, give **two** modifications which would improve the design.

Berdasarkan prinsip antara muka pengguna, berikan **dua** pengubahsuaian supaya dapat meningkatkan reka bentuk itu.

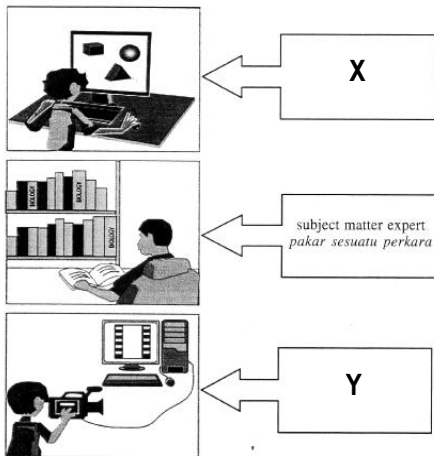
[2]

- not require any html knowledge
- easier for average computer user

- CLARITY
- NAVIGATION

(SPM 2010)

11. Figure shows tasks carried out by members of a multimedia development team.
Rajah menunjukkan tugas pembangun multimedia.



Based on Figure state the name of the team groups in X and Y:

Berdasarkan Rajah nyatakan nama ahli pasukan dalam X dan Y:

- i) X
[1]
- ii) Y
[1]

- X = graphic artist
- Y = audio video technician

(SPM 2009)

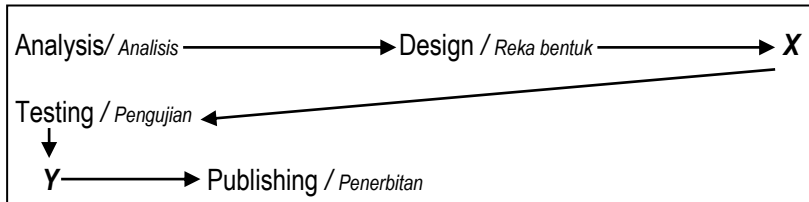
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12. Figure shows the phases in multimedia production.
Rajah menunjukkan fasa-fasa dalam pengeluaran multimedia.



Based on Figure, identify:
Berdasarkan Rajah, kenal pasti:

- i) **X**
[1]
- ii) **Y**
[1]

X = Implementation
Y = Evaluation

(SPM 2009)

13. The following statements refer to tasks carried out in one phase of multimedia production.
Pernyataan berikut merujuk kepada tugas-tugas yang dilaksanakan dalam satu fasa produksi multimedia.

- Take pictures using a digital camera
Ambil gambar menggunakan kamera digital
- Download pictures from the Internet
Muat turun gambar dari Internet
- Edit pictures using an image editor
Sunting gambar menggunakan editor imej

State the name of the phase.
Nyatakan nama fasa itu.
[1]

Implementation

(SPM 2010)

14. Table shows some steps for two activities used in multimedia production.
Jadual menunjukkan sedikit langkah-langkah daripada dua aktiviti yang digunakan dalam produksi multimedia

Activities	Steps
A	Choose the colours and layout of each individual screen. Determine the position of navigation buttons. <i>Pilih warna dan tata letak dari setiap paparan individu. Tentukan kedudukan kekunci navigasi</i>
B	Package the presentation using suitable software. Distribute the presentation for public viewing. <i>Pakej persembahan menggunakan perisian yang sesuai. Berkongsi persembahan untuk paparan awam</i>

Based on Table, name the phase which involves the following activities:
Berdasarkan Jadual, namakan fasa yang melibatkan kegiatan-kegiatan berikut:

- i) **Activity A**
[1]
- ii) **Activity B**
[1]

i) Design
ii) Publishing

(SPM 2007)

ICT Intensive Exercise Form 5 (IA4, IA5, IA6)

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Date:

15. State whether the following statement is **True** or **False**.
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*

A programming language is a set of rules that can be used to tell a computer what tasks to carry out.
Bahasa pengaturcaraan adalah set aturan yang boleh digunakan untuk memberitahu komputer apa tugas untuk dilaksanakan.

[1]

False

(SPM 2008)

16. Table shows the criteria of two generations of low-level programming languages.
Jadual menunjukkan kriteria dua generasi bahasa pengaturcaraan aras rendah.

X
<input type="radio"/> human-readable notation / <i>nota yang boleh dibaca</i> <input type="radio"/> use symbolic instruction codes / <i>menggunakan kod arahan simbolik</i>
Y
<input type="radio"/> instructions can be executed directly by CPU / <i>arahan boleh dilaksanakan terus oleh CPU</i> <input type="radio"/> uses binary code / <i>menggunakan kod binari</i>

Based on Table, name the generation of programming language for:
Berdasarkan Jadual, namakan generasi bahasa pengaturcaraan untuk:

- i) **X**
[1]
- ii) **Y**
[1]

i) Second Generation
ii) First Generation

(SPM 2010)

17. State whether the following statement is **True** or **False**.
*Nyatakan sama ada pernyataan berikut **Benar** atau **Palsu**.*

Program written using high level programming language must be translated into machines language before execution.
Atur cara yang ditulis menggunakan bahasa pengaturcaraan aras tinggi mesti diterjemahkan ke dalam bahasa mesin sebelum dilaksanakan.

[1]

True

(SPM 2009)

18. Which is the following characteristics are related to **an object-oriented programming approach**.
Yang mana merupakan ciri-ciri berkaitan dengan pendekatan pengaturcaraan berorientasikan objek.

- I Main routine is broken into smaller sections.
Rutin utama dipecah menjadi bahagian-bahagian yang lebih kecil.
- II Data and instructions are separated.
Data dan arahan dipisahkan.
- III Data and instructions are encapsulated into a single unit.
Data dan arahan diencapsulated ke dalam satu unit.
- IV The programming language is event-driven.
Data dan arahan diencapsulated ke dalam satu unit.
- A I and II
- B I and IV
- C II and III
- D III and IV

[1]

D

(SPM 2008)

19. Table shows the characteristics of a piece of software, S, is used to run a program written in a programming language.

Jadual menunjukkan ciri-ciri sebuah perisian, S, yang digunakan untuk melaksanakan sebuah program yang ditulis dalam bahasa pengaturcaraan.

<input type="radio"/> read statement and converts to object code <i>baca pernyataan dan tukar kepada kod objek</i> <input type="radio"/> execute line by line <i>melaksanakan baris demi baris</i>	S
---	---

S is / S adalah

- A an assembler / penghimpun
- B a compiler / pengkompilasi
- C an interpreter / pentafsir
- D a translator / penterjemah

[1]

C

(SPM 2010)

20. Choose the correct statements regarding variables and constants.

Pilih pernyataan yang betul tentang pemboleh ubah dan pemalar.

- I Variables are identifiers
Pemboleh ubah adalah pengecam
- II Constants are identifiers
Pemalar adalah pengecam
- III Variables are assigned values that may change
Pemboleh ubah digunakan untuk nilai yang boleh berubah
- IV Constants are assigned values that may change
Pemalar digunakan untuk nilai yang boleh berubah

- A I, II and III
- B I, II and IV
- C I, III and IV
- D II, III and IV

[1]

A

(SPM 2009)

21. Write the correct words to complete the following statement:

Tulis perkataan yang betul untuk melengkapkan pernyataan berikut:

During the execution of a program the value of a (i)
 can be changed whereas the value of a (ii)
 cannot be changed.

*Semasa aturcara dilaksanakan nilai sesuatu (i)
 boleh diubah sedangkan nilai untuk (ii)
 tidak boleh diubah.*

[1]

[1]

(i) variables

(ii) constant

(SPM 2010)

22. Figure shows an incomplete program.
Rajah menunjukkan aturcara yang tidak lengkap.

```

Dim Name as X
Dim PI as Y
Name = "Ali"
PI = 3.142
    
```

Based on Figure, identify: / Berdasarkan Rajah, kenalpasti:

Y

[1]

Constant

(SPM 2010)

23. Figure (a) shows the input interface and Figure (b) shows the output interface of a program.
Rajah (a) menunjukkan antara muka input dan Rajah (b) menunjukkan antara muka output dari sebuah program..

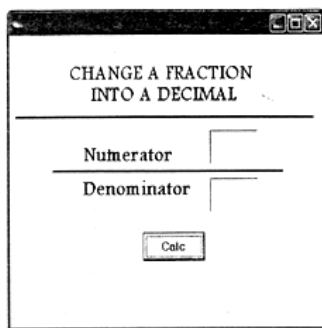


Figure (a) / Rajah (a)

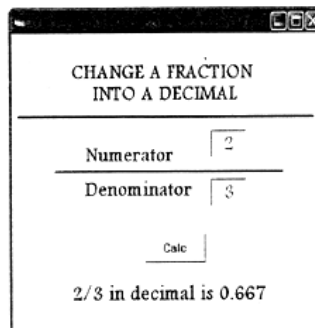


Figure (b) / Rajah (b)

Based on Figure (a) and Figure (b):

Berdasarkan Rajah (a) dan Rajah (b):

- i) Should the Numerator declared as a constant?
Patutkah Numerator itu diisytiharkan sebagai pemalar?
- ii) Give a reason for your answer.
Beri satu alasan bagi jawapan anda.

[4]

i) NO
ii) Because the value of fraction can change during program execution

(SPM 2009)

24. Table shows some types of data.
Jadual menunjukkan beberapa jenis data.

Types of data Jenis data	Item Perkara
R	True or False values Nilai Benar atau Palsu
S	Whole number Nombor bulat

Based on Table, state the types of data for:

Berdasarkan Jadual, nyatakan jenis data untuk:

- i) **R**
[1]
- ii) **S**
[1]

i) boolean
ii) integer

(SPM 2009)

25. Figure shows a user interface of a program used in Holborn Restaurant to calculate the yearly bonus for their employees. The employees who have been working for at least three years will be given a bonus of RM1000.

Rajah menunjukkan satu antara muka pengguna bagi satu atur cara yang digunakan oleh Restoran Holborn untuk mengira bonus tahunan bagi pekerjanya. Pekerja yang sudah bekerja sekurang-kurangnya tiga tahun akan diberikan bonus RM1000.

Based on Figure: / Berdasarkan Rajah:

State an appropriate data type for the variable "Identity Card No".

State one reason for your answer.

Nyatakan satu jenis data yang sesuai bagi pemboleh ubah "Identity Card No". Beri satu alasan anda.

Identify the control structure used in the program.

Justify your answer.

Kenal pasti struktur kawalanyang digunakan dalam atur cira ini. Berikan justifikasi anda.

[4]

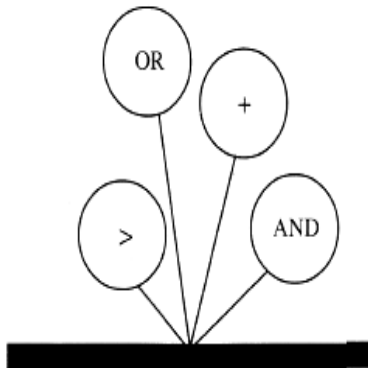
String (text)
Reason :
Can combine between number, text or symbol

Selection Control Structure
Reason :
User need to state wheather their experience more or equal to 3 years or not.

(SPM 2010)

26. Figure shows types of operator.

Rajah menunjukkan jenis-jenis operator.



Based on Figure, state two logical operators.

Berdasarkan Rajah nyatakan dua operator logik.

[1]

[1]

Mathematical operator
Comparison operator
Logical operator

(SPM 2009)

27. Figure(a) and Figure (b) show flowchart segments.
 Rajah (a) dan Rajah (b) menunjukkan segmen carta alir.

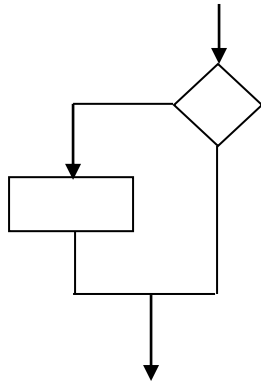


Figure (a) / Rajah (a)

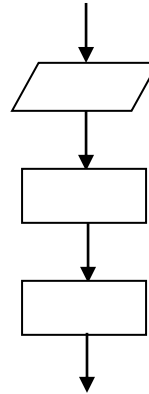


Figure (b) / Rajah (a)

Identify the control structure used in:
 kenalpasti struktur kawalan yang digunakan pada:

- i) Figure (a) / Rajah (a)
[1]
- ii) Figure (b) / Rajah (b)
[1]

i) Selection control structure
 ii) Sequence control structure

(SPM 2007)



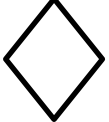

28. A programmer uses flowcharts to code a program.
 Pengaturcara menggunakan carta alir untuk mengekod aturcara

TRUE / FALSE
 [1]

FALSE

(SPM 2007)

29. Which of the following symbols represents a decision in a selection control structure?
 Antara yang berikut simbol yang manakah mewakili keputusan dalam struktur kawalan pilihan?

- A 
- B 
- C 
- D 

[1]

C

(SPM 2009)

30. Figure (a) and Figure (b) shows partial flowcharts of two programs.
 Rajah (a) dan Rajah (b) menunjukkan sebahagian carta alir untuk dua program.

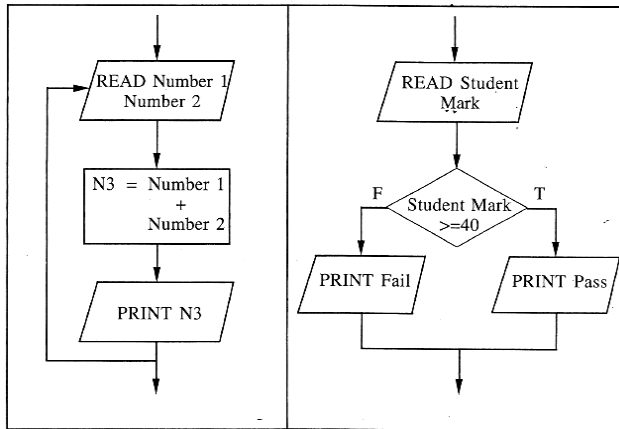


Figure 10(a) / Rajah 10(a)

Figure 10(b) / Rajah 10(b)

Identify the control structure used in:

Kenal pasti struktur kawalan yang digunakan dalam:

i) Figure 10(a) / Rajah 10(a)

[1]

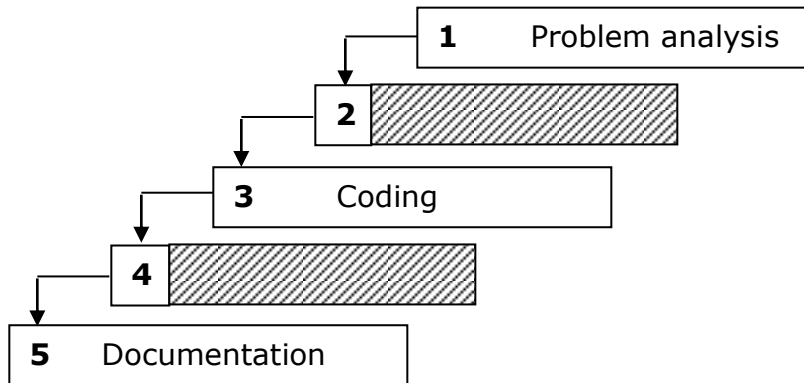
ii) Figure 10(b) / Rajah 10(b)

[1]

- i) Selection control structure
- ii) Sequence control structure

(SPM 2010)

31. Figure show program development phase.
 Rajah menunjukkan fasa pembangunan aturcara.



Phase 2 and Phase 4 for the proper program development phase are :

Fasa 2 dan Fasa 4 untuk pembangunan aturcara adalah;

i) Phase 2 / Fasa 2

[1]

ii) Phase 4 / Fasa 4

[1]

- i) Program Design
- ii) Testing and Debugging

(SPM 2007)

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32. State the first phase and third phase of program development.

Nyatakan fasa pertama dan ketiga dalam pembangunan aturcara.

- i) First Phase / Fasa Pertama
[1]
- ii) Third Phase / Fasa Ketiga
[1]

i) Problem Analysis
ii) Coding

(SPM 2008)

33. Table shows tasks carried out during a program development cycle.

Jadual menunjukkan tugas dilakukan selama kitaran program pembangunan.

P	Write program / Menulis program
Q	Draw user interface / Lukis antara muka pengguna
R	Identify input and output / Mengenalpasti input dan output
S	Produce the user guide / Menghasilkan buku manual
T	Check for errors / Semak kesalahan

Based on Table, select **P, Q, R, S** and **T** for the following phases of the program development cycle :

Berdasarkan Jadual, pilih P, Q, R, S dan T untuk fasa berikut kitaran program pembangunan:

- i) Problem Analysis
[1]
- ii) Documentation
[1]

i) R
ii) S

(SPM 2008)

34. Table shows text and grading range for all subjects in Sekolah Menengah Kebangsaan Pelita.
Jadual menunjukkan teks dan julat gred bagi semua mata pelajaran di SMK Pelita.

Sekolah Menengah Kebangsaan Pelita requests a group of students to develop a School Examination Information Informations System (SEIS). Amad is given the task of program analysis and Ravi is given program testing and debugging. The grading range for all subjects in the school is shown in Table
Sekolah Menengah Kebangsaan Pelita meminta sekumpulan pelajar untuk membangunkan Sistem Maklumat Peperiksaan Sekolah (SEIS). Ahmad diberi tugas untuk menganalisis program dan Ravi diberi tugas menguji dan menyahpijat. Julat gred bagi semua mata pelajaran di sekolah itu adalah seperti dalam Jadual.

Range of marks <i>Julat markah</i>	Grade <i>Gred</i>
80 – 100	A
70 – 79	B
60 – 69	C
50 – 59	D
40 – 49	E
0 – 39	G

Based on the text: / *Berdasarkan teks itu:*

- a) State four activities which will be performed by Ahmad in program analysis.
Nyatakan empat aktiviti yang akan dilakukan oleh Ahmad dalam menganalisis program.
- b) Ravi tested the system and entered the mark 69 and, the output is grade D.
Ravi menguji sistem dengan memasukkan markah 69 dan outputnya menunjukkan gred D.
- i) What type of error is this? / *Apakah jenis ralat ini?*
- ii) Justify your answer. / *Berikan justifikasi anda.*

[7]

(SPM 2010)