Computers Are Your Future

Chapter 5

Application Software: Tools for Productivity

# Answers to End-of-Chapter Questions

## Matching

\_**l**\_\_\_\_1. beta version “System Requirements and Software”

\_**d**\_\_\_\_2. commercial “Commercial Software, Shareware, Freeware, and Public Domain Software”

\_**e**\_\_\_\_3. lossless “Multimedia and Graphics Software”

\_**m**\_\_\_\_4.site license “Software Licenses and Registration”

\_**g**\_\_\_\_5.uninstalling “Installing Applications”

\_**j**\_\_\_\_6. video editing “Multimedia and Graphics Software”

\_**i\_**\_\_\_7. proprietary “Multimedia and Graphics Software”

\_**b\_**\_\_\_8. freeware “Commercial Software, Shareware, Freeware, and Public Domain Software”

\_**o**\_\_\_\_9. launching “Launching Applications”

\_**c**\_\_\_\_10. maintenance release “System Requirements and Software”

\_**n**\_\_\_\_11. lossy “Multimedia and Graphics Software”

\_**a**\_\_\_\_12. validate “Software Licenses and Registration”

\_**k**\_\_\_\_13. codec “Multimedia and Graphics Software”

\_**h**\_\_\_\_14. shareware “Commercial Software, Shareware, Freeware, and Public Domain Software”

\_**f**\_\_\_\_15. defaults “Launching Applications”

**Multiple Choice**

1. Which file format is best used for images placed in documents to be published in paper form?

a. JPEG

**b. TIFF** “Multimedia and Graphics Software”

c. BMP

d. PNG

2. What type of programs are Picasa 3 and Gimp 2?

a. 3D rendering programs

b. animation programs

c. sound capturing and processing programs

**d. image editors** “Multimedia and Graphics Software”

3. Which is *not* a format for saving an image created in a paint program?

a. JPEG

b. PNG

**c. PDS** “Multimedia and Graphics Software”

d. BMP

4. Read Me files and help files are examples of which of the following?

a. freeware

**b. documentation**  “Distribution and Documentation”

c. codecs

d. packaged software

5. Which of the following is *not* a sound file format?

a. WAV

**b. MPEG** “Multimedia and Graphics Software”

c. MP3

d. WMA

6. Which of the following are examples of personal productivity software?

**a. word-processing and personal information management programs**

“Standalone Programs, Integrated Programs, and Software Suites”

b. spreadsheets and Web browsers

c. audio software and e-mail programs

d. personal finance software and database programs

7. What is the technique that adds realism to an image by what appears to be the addition of natural light?

a. MUD

b. codecs

c. light animation

**d. ray tracing** “Multimedia and Graphics Software”

8. Which of the following images can be edited and resized without edge distortion?

a. bitmapped graphic

b. AVI file

c. raster graphic

**d. vector graphic** “Multimedia and Graphics Software”

9. What application software category includes tax preparation and landscape programs?

a. personal productivity programs

b. multimedia and graphics software

c. Internet programs

**d. home and educational programs** “Home and Educational Programs”

10. Adobe Director and iLife are examples of which of the following?

a. Internet programs

**b. multimedia authoring systems** “Multimedia and Graphics Software”

c. validation tools

d. ray tracing software

**Fill-In**

1. \_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_ is a data compression method that reduces the size of multimedia files by eliminating information that is not normally perceived by human beings.

**lossy compression** “Installing Applications”

2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ permit large numbers of individuals to interact in an online virtual world.

**MMORPGs** “Home and Educational Software”

3. A(n)\_\_\_\_\_\_\_ application is any application that involves two or more types of media, such as audio, video, or graphics.

**multimedia** “Multimedia and Graphics Software”

4. A(n) \_\_\_\_\_\_\_ is a small or minor software update.

**patch** “Application Software and Tools for Productivity”

5. The autorecover feature is also known as \_\_\_\_\_\_\_\_\_\_\_.

**autosave** “Choosing Options”

6. Bitmapped graphics are also called \_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_.

**raster graphics** “Multimedia and Graphics Software”

7. \_\_\_\_\_\_\_ \_\_\_\_\_\_\_ represent the minimal level of equipment a computer needs for an application to run properly.

**System requirements** “Multimedia and Graphics Software”

8. \_\_\_\_\_\_\_\_\_\_\_\_ is an undesirable program written by an advertising agency to collect information on your Internet habits. It is installed over the Internet without your permission.
**Adware** “Applications That Work through and Run from the Internet”

9. \_\_\_\_\_\_\_\_\_\_\_\_ is a file format best suited for simple images with large areas of solid color.

**Gif** “Multimedia and Graphics Software”

10. An interconnected bundle of programs that share resources is known as a(n) \_\_\_\_\_\_\_ \_\_\_\_\_\_\_.

**software suite**  “Standalone Programs, Integrated Programs, and Software Suites”

11. \_\_\_\_\_\_\_\_\_ - \_\_\_\_\_\_\_\_\_ programs include a mechanism to prevent users from making or running unauthorized copies.

**Copy-protected** “Commercial Software, Shareware, Freeware, and Public Domain Software”

12. \_\_\_\_\_\_\_ \_\_\_\_\_\_\_ are programs sold individually; they are not part of a package of related applications.

**Standalone programs** “Personal Productivity Programs”

13. Noncopyrighted software that anyone may copy and use without charge and without acknowledging the source is \_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_.

**public domain software** “Commercial Software, Shareware, Freeware, and Public Domain Software”

14. \_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_ are images generated by the use of points, lines, curves, polygons, and basically any shape that can be generated by a mathematical description.

**Vector graphics** “Multimedia and Graphics Software”

15. \_\_\_\_\_\_\_\_\_\_\_\_ is the process of confirming that a program is not counterfeit.

**Validation** “Software Licenses and Registration”

**Short Answer**

1. Explain the difference between application software and system software. Give a specific example of each.

**System software provides infrasture and hardware controls so that other programs can function properly. Application software consists of the programs that enable users to be efficient and accomplish tasks. System software is considered the basis of the computer, and application software runs on top of the system software.**

1. Explain the difference between lossy and lossless compression schemes. Explain why a hybrid of these was developed and what field makes use of the hybrid scheme.

**With** lossless compression**, the original file is compressed so that it can be completely restored, without flaw, when it is decompressed. With** lossy compression**, the original file is processed so that some information is permanently removed from the file. A hybrid technique is often used for CTs and MRIs in the medical imaging field.**

1. How do shareware, freeware, and public domain software differ?

**Shareware is software that an individual can use on a try-before-you-buy basis. If the user wishes, he or she can purchase the program after a trial period. Freeware is software that is given away for free, with the understanding that it cannot be sold thereafter for profit. Public domain software is expressly free from copyright. Public domain softare can be modified or resold.**

1. Explain the difference between a maintenance release, patch, service pack, and an upgrade.

**In regard to new versions of software, a whole number indicates a major program revision, and a decimal number indicates a maintenance release. Small, downloadable changes to programs are referred to as patches, and major fixes are called service releases or service packs. An upgrade refers to the process of keeping your version of software current with the marketplace.**

1. Define the acronyms MUD and MMORPGS as they relate to gaming applications. Provide an example of a popular game that falls into each category.

**MUD (multiuser dungeon) is an acronym that refers to online role-playing games; MMORPGs (massively multiplayer online role-playing games) are online games that allow a large number of players to interact with one another in virtual worlds. Dungeons and Dragons is an example of a MUD, and EverQuest and World of Warcraft are examples of MMORPGs.**