UNIVERSITY OF LONDON

GOLDSMITHS COLLEGE

B. Sc. Examination 2008

COMPUTING AND INFORMATION SYSTEMS

CIS111/IS51011A
PROGRAMMING FOR INFORMATION TECHNOLOGY

Duration: 3 hours

Date and time:

This examination lasts for 3 hours. In the first 30 minutes, you should read and understand this specification, and plan your work. You may make notes and draw diagrams if you wish: you may also hand these in after the exam – they will be taken into consideration in the marking if you have difficulty with the code. After 30 minutes, you will be told that you may begin working on the Flash application.

You are not allowed to use books or previously written notes in this while you work.

If you are unsure of the meaning of any of this task description, you may ask the invigilator. However, the invigilator will not help with questions about Flash or ActionScript.

You MAY NOT touch any other files in your file space while you are working on this examination. Automated records will be kept of file access during the period of the examination.

THIS PAPER MUST NOT BE REMOVED FROM THE EXAMINATION ROOM

Submitting your work

Before you start this exam, create and save a new Flash project called CIS111 Exam in the folder called *don't know yet* in the CIS111 folder in your home folder. You are provided with a collection of images to use in the development of your game. Remember to save your work regularly and frequently throughout the exam. If your computer crashes and you lose work because you have not saved it, you will be held responsible.

Task Description
You are required to build a basic game for a 5-year-old using the images provided. You may use either an object oriented approach or a top-down approach for this.

1. Design three interfaces using either scenes or key frames in a single project file. These three interfaces should refer to the game, instructions and answer.

[5]

2. The player should be presented with a group of symbols and asked to separate them into 2 categories either by dragging or clicking the object.

[25]

3. The player should receive a 'well one' or 'try again' response depending on whether their answer was correct or incorrect.

[25]

4. Links should be given to check answers and read instructions at any point.

[10]

5. Comment scripts and organise your project file by naming and labelling them properly. Also remember to use graphic, button and movie clip symbols appropriately.

[10]

TOTAL MARKS 75

END OF PAPER