

考試科目	計算機概論	系所別	數位內容碩士學位學程 / 資訊技術組	考試時間	2 月 3 日(六) 第一節
<p>請以中文或英文回答以下各試題：</p> <ol style="list-style-type: none"> 1. Explain some of the ways in which software engineering has benefited from the development of the object-oriented paradigm. (5%) Explain the distinction between open-source development and beta testing. (5%) 2. Explain the distinction between the imperative and declarative programming paradigms. (5%) Explain the distinction between a procedure and a function. (5%) Explain the distinction between global and local variables. (5%) 3. How does the process of “programming” an artificial neural network differ from the traditional programming process? (10 %) 4. Briefly discuss how colors are represented on a computer screen. (5%) Include color depth, RGB values, how colors are coded in HTML (5%), and the difference between how colors appear on PC and Macintosh computers. (5%) 5. Briefly describe the four technical characteristics that determine the size of a digitized audio file. (10%) 6. What are the two major types of compression? (3%) Identify and explain which type is best for compressing an encyclopedia. (3%) Identify and explain which type is best for compressing a digital photo of the ocean. (4%) 7. Video games are a major product in the entertainment market. Based on your knowledge of animation, what techniques might an animator use to make sure the gaming animations remain current, flexible, and responsive to the player? (10%) 8. Explain recent DRM (Digital Right Management) strategies based on your knowledge. (10%) 9. What are the essential similarities and differences between WiFi, Bluetooth and NFC (Near Field Communications) ? (10%) 					
備註	<p>一、作答於試題上者，不予計分。 二、試題請隨卷繳交。</p>				