

Instructions for Section C

EXIT

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Section **C**

Task 1

Task 2

Complete **both** Task 1 (parts 1 – 5) and Task 2.

You are required to complete these tasks using:

- the software applications installed on your computer
- the assets for the practical task contained in your practical work folder

You should refer to material in the reference book as indicated.

Your answers to this section will **not** be saved automatically.

You must save your finished work to your practical work folder.

A shortcut to your practical work folder has been placed on the desktop.

Use this shortcut to move from the exam to your practical work folder.

The shortcut to your practical work folder is called:

'Shortcut to 12345678A_P'

Remember to save your work at each step.

You should spend approximately 60 minutes on Section C.

DO NOT RENAME THE PROVIDED PRACTICAL WORK FILES.

Reading time skipped.

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Section C, Task 1, Part 1

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Section C

Task 1

Task 2

- The website must be viewable in a web browser.
- All assets required to create this website are provided in the 'Task1_website' folder in your practical work folder.
- All paths must be relative to enable the site to be viewed from a CD-ROM.
- You must save your work in the 'Task1_website' folder in your practical work folder.

Prepare the banner



tenttop.tif



mmcircus.tif

1. Combine the logo 'mmcircus.tif' with the top banner 'tenttop.tif' to create a single image for the top of the page as shown in the design sketch. 2 marks
2. Change the image resolution to 96 pixels per inch. 2 marks
3. Save this image in an appropriate format for the web in the 'Task1_website' folder using the filename 'topbanner'. 2 marks

Total 6 marks

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Section C, Task 1, Part 2

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Section C

Task 1

Task 2

Construct the interface in the home page

The home page 'index.htm' contains a table for you to construct the interface.

4. Include the prepared banner image 'topbanner' on the home page according to the design sketch.

2 marks



5. Include the buttons 'ButtonAttraction.gif', 'ButtonDates.gif' and 'ButtonBookings.gif' on the home page according to the design sketch.

2 marks



6. Include the bottom of the tent with the juggler image 'Juggler.jpg' according to the design sketch.

1 mark

7. Make sure all the images are correctly aligned, according to the design sketch.

1 mark

Total 6 marks

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Section C, Task 1, Part 3

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Section C

Task 1

Task 2

Format content

Format content on the home page 'index.htm' so it is consistent with the provided sample pages 'dates.htm' and 'bookings.htm'.

8. Format the heading using a font which matches the sample pages. 1 mark

9. Use two of the following Hexadecimal values in formatting the text.

Red Light = #CC0000

Red Dark = #990000

Yellow Light = #FFFF99

Yellow Dark = #CC9900

Blue Light = #0066CC

Blue Dark = #333366

2 marks

Total 3 marks

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Section C, Task 1, Part 4

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Section C

Task 1

Task 2

Create an Attractions page and write content

10. Create a new web page named 'attractions.htm' based on the home page. Save the page in the 'Task1_website' folder. 1 mark

Using the newspaper article printed in the reference book, write the following content for the attractions page and add it to 'attractions.htm'. Note: A text file of this newspaper article 'newspaper.txt' has also been supplied for your use.

11. Write a short introductory paragraph to the attractions. 2 marks
12. List four attractions of the circus using bullet points. 4 marks

Total 7 marks

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Reading time skipped.

Section C, Task 1, Part 5

EXIT

Add links from index page

13. Add links on the home page 'index.htm' from the three button images to each of the relevant pages - 'attractions.htm', 'dates.htm' and 'bookings.htm'. There is no need to do the same for the other pages.

2 marks

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Section C

Task 1

Task 2

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End Task 1

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Section C, Task 2, Introduction

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Section C

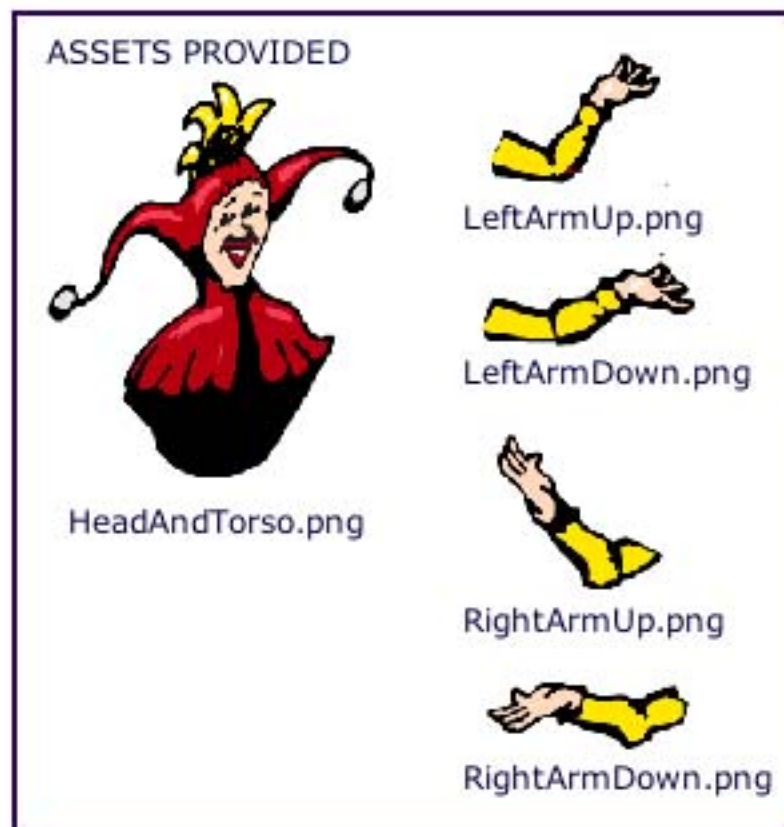
Task 1

Task 2

Animation

A juggler juggles two balls, one green and one blue, each moving in an arc above the juggler's head as shown below.

Re-create the animation according to the demonstration using the assets in the 'Task2_animation' folder.



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Section C, Task 2

EXIT

To complete this task, you need to start your animation package (Director or Flash).
Then use your animation package to create a file called 'juggler.dir' in Director or 'juggler fla' in Flash.
Your completed animation must be saved in this file.

1. Create one green ball and one blue ball. 2 marks
2. Import the assets required to construct the juggler. 1 mark
3. Construct the juggler using appropriate layers. 3 marks
4. The green ball starts in the juggler's left hand.
The blue ball starts in the juggler's right hand. 1 mark
5. Each ball moves in an arc above the juggler's head from one hand to the other then back again.
(Each ball is released at the same time.) 4 marks
6. The ball moving up coincides with the hand moving up. 4 marks
7. The animation is to run for about two seconds. 1 mark

Total 16 marks

End Task 2

End Section C

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Section C

Task 1

Task 2