



## **ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)**

### **Tutorial – Week 6**

#### **Activity**

Group Discussion & Presentation – “Modules, Flags, and Priming Reads” Notes (P50 to P66)

To divide students into groups of 4 to 6 for future group discussions.

To find out the summary for the following main points through group discussion. All students from each group to share their findings.

#### **1. What is modularity?**

**What are the advantages of breaking design into modules?**

#### **2. How are modules “connected” together?**

**Give an example (program) of such connection. (Trace the program.)**

#### **3. Define a flag or a switch**

**Give an example (program) showing an example of flag usage. (Trace the program)**

#### **4. Explain what a sentinel value is.**

**Give an example of a program using a loop controlled by a sentinel value. (Trace the program)**

#### **5. Explain what a priming read is.**

**Give an example of a program using priming read. (Trace the program)**

**Why must the program use priming read?**