ADVANCED MULTIMEDIA DEVELOPMENT (CIC2P13)
Tutorial – Week 11

Activity
Group Discussion & Presentation – Notes from reference book

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.

P44, 48-61

1. Why learn Trigonometry? (for ActionScript programming)
How are "Angles" used in Flash? (Draw and explain)
Describe the four quadrants of the coordinate system. How is it related "Angles"?

2. What are "radians"?
How to convert degrees to radians?
How to convert radians to degrees?

3. What is the Pythagorean Theorem? (Draw and explain)
How to find the distance between any two points in Flash? (Use ActionScript)

4. Explain Sine, Cosine and Tangent functions. (Draw and explain)
How to call these functions in Flash?

5. What is "Projection"?
How to find the x projection and y projection? (Draw and explain)