

Short Answer

1. What is metadata? Give an example of how a piece of metadata could be used to increase the usefulness of an image or document.
2. What is a model?
3. What's the difference between a raster image and an ASCII representation of a text document?
4. What are filename extensions? What are they used for?
5. What is lossless representation? What is lossy representation? What are the trade-offs in using each representation?
6. What is steganography and what is it used for? Describe in your own words the steganography algorithm used in the activity.
7. What would you have to do to delete a document from your computer so that it could not possibly be read by anyone else?
8. What is free and open source software? Provide an example.

Free Response

1. How has retouching become a controversial issue? Give an example.
2. Would you rather own a camera (or camera phone) with a higher number of megapixels or lower? Explain.
3. Other than digital images, what might be an example of a computer model? Explain your answer based on the definition of a model.
4. The code that implements App Inventor is open source and its impact on education is obvious. Find another example of open source software and describe its positive impact on education, business or society.

Portfolio Reflection Questions

Make a copy of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[3.10 Impacts of CS: Electronic Documents Curriculum Page](#)

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