Time: 3 Hours]

# CS/B.Tech (EE)/(Supple)/SEM-7/IT-711/09 MULTIMEDIA SYSTEMS (SEMESTER - 7)

UNIVERSITY OF TECHNOLOGY

[Full Marks: 70

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#### **INSTRUCTIONS TO THE CANDIDATES:**

- 1. This Booklet is a Question-cum-Answer Booklet. The Booklet consists of **32 pages**. The questions of this concerned subject commence from Page No. 3.
- 2. a) In **Group A**, Questions are of Multiple Choice type. You have to write the correct choice in the box provided **against each question**.
  - b) For **Groups B** & **C** you have to answer the questions in the space provided marked 'Answer Sheet'. Questions of **Group B** are Short answer type. Questions of **Group C** are Long answer type. Write on both sides of the paper.
- 3. **Fill in your Roll No. in the box** provided as in your Admit Card before answering the questions.
- 4. Read the instructions given inside carefully before answering.
- 5. You should not forget to write the corresponding question numbers while answering.
- 6. Do not write your name or put any special mark in the booklet that may disclose your identity, which will render you liable to disqualification. Any candidate found copying will be subject to Disciplinary Action under the relevant rules.
- 7. Use of Mobile Phone and Programmable Calculator is totally prohibited in the examination hall.
- 8. You should return the booklet to the invigilator at the end of the examination and should not take any page of this booklet with you outside the examination hall, **which will lead to disqualification**.
- 9. Rough work, if necessary is to be done in this booklet only and cross it through.

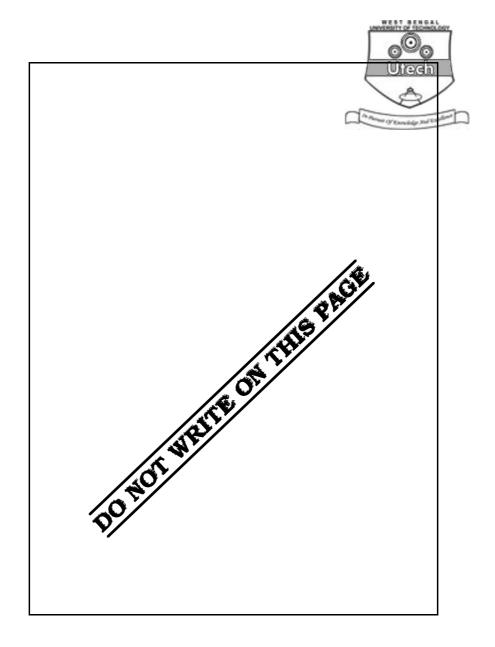
# No additional sheets are to be used and no loose paper will be provided

# FOR OFFICE USE / EVALUATION ONLY Marks Obtained Group - A Group - B Group - C Question Number Marks Signature Marks Obtained

Head-Examiner/Co-Ordinator/Scrutineer

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# CS/B.Tech (EE)/(Supple)/SEM-7/IT-711/09 **MULTIMEDIA SYSTEMS SEMESTER - 7**

Time: 3 Hours] [Full Marks: 70

## **GROUP - A**

			( Multiple Choice 7	Гуре Q	uestions)	
l.	Choo	ose the	e correct alternatives for the foll	owing		10 ∞ 1 = 10
	i)	The	MIDI messages which synchron	nize the	timing of MIDI devices in	performance
		are o	called as			
		a)	Channel voice message			
		b)	Channel mode message			
		c)	System real time message			
		d)	System exclusive message.			
	ii)	The	graphic format which are free	quently	used in the UNIX to sto	re coloured
		back	ground images, is			
		a)	GIF	b)	TIFF	
		c)	ВМР	d)	XPM.	
	iii)	The	minimum refresh rate to avoid f	licker f	for all motion devices is	
		a)	25 Hz	b)	50 Hz	
		c)	70 Hz	d)	30 Hz.	

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iv)	Run	length encoding is	compre	ssion technique.	
	a)	Lossy	b)	Lossless	
	c)	Inter-frame	d)	none of these.	
v)	IGE	S & HPGL are storage	formats.		
	a)	Image	b)	Graphics	
	c)	both (a) and (b)	d)	none of these.	
vi)	In F	ITML forms attrib	oute den	otes the protocol used by the	server in
	imp	lementing form features.			
	a)	Action	b)	Method	
	c)	Enctype	d)	none of these.	
vii)	The	vertical gap between two lines	s of text i	s called as	
	a)	kerning	b)	morphing	
	c)	interlacing	d)	leading.	
viii)	The	synchronization which refers	to the to	emporal relationship between	an audio
	and	video stream for the particula	r case of	human speaking is called	
	a)	live synchronization	b)	lip synchronization	
	c)	synthetic synchronization	d)	none of these.	

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	ix)	MPE	CG distinguishes type	s of ima	age coding for processing.	الملاحجة
		a)	one	b)	two Utech	
		c)	three	d)	four.	
	x)	Whi	ch one of the following is not a	part of	CRT?	
		a)	Control grid	b)	Adapter grid	
		c)	Accelerating grid	d)	Focusing grid.	
			GROU	J <b>P</b> – <b>B</b>		
			( Short Answer ?	Гуре О	uestions )	
			Answer any three	e of the	following.	3 ∞ 5 = 15
2.	Defii	ne th	e term 'sampling', 'quantizat	ion' an	ıd 'quantization error' rel	ated to the
	digiti	izatior	n of analog signal with suitable	diagrai	m.	2 + 1 + 2
3.	a)	Defi	ne subtractive colour model.			
	b)	Wha	nt do you mean by colour gamu	t and re	esolution of image?	3 + 1 + 1
4.	a)	Wha	at is MIDI?			
	b)	Exp	lain the advantages and disadv	antages	s of MIDI over digital audio.	
	c)	Writ	te the names of some audio file	format.		1 + 2 + 2
5.	a)	Wha	at do you mean by formatted ar	nd unfo	rmatted text and hypertext	?
	b)	Expl	lain the term 'kerning' and 'lead	ling' rel	lated to text.	3 + 2
6.	a)	Wha	at is morphing?			
	b)	Writ	e down some principle of anim	ation.		2 + 3
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## **GROUP - C**

# (Long Answer Type Questions)

Answer any three of the following.

 $3 \propto 15 = 45$ 

- 7. a) What do you mean by interframe compression and intraframe compression?
  - b) A document contains letter A through F with frequencies as indicated:

A:0.25

B : 0.1

C : 0.2

D: 0.15

E: 0.26

F : 0.04

Use Huffman coding to derive a code word set.

c) How the compression is achieved in case of JPEG.

3 + 5 + 7

- 8. a) What do you mean by multimedia? What are the different types of multimedia data stream?
  - b) Write down some uses of multimedia.
  - c) What are the hardware and software requirements of multimedia?
  - d) Is there any disadvantage of using multimedia?

(2 + 3) + 4 + 4 + 2

- 9. a) Explain the term 'frame replenishment'.
  - b) What do you mean by *I* frame, *P* frame and *B* frame?
  - c) How is the video data compressed in case of MPEG-1?
  - d) Write the names of some image file format.

3 + 3 + 7 + 2

- 10. a) What are Schneiderman's rule for HCI design?
  - b) Explain briefly Norman's seven stages of action for HCI design.
  - c) What does ISDN stand for?

7 + 7 + 1

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11. Write short notes on any three of the following:

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- a) Multimedia database
- b) Virtual reality
- c) HTML
- d) CAV and CLV
- e) Different types of animation
- f) Video conferencing.

**END**