

(6 pages)

Reg. No. :

Code No. : 7172

Sub. Code : HCAM 41

M.C.A. (CBCS) DEGREE EXAMINATION,
APRIL 2017.

Fourth Semester

Computer Applications

MULTIMEDIA AND ITS APPLICATIONS

(For those who joined in July 2012-2015)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. HTTP is a _____.
(a) Software (b) Protocol
(c) Hardware (d) None
2. Images consists of _____.
(a) Pixels (b) Pels
(c) (a) or (b) (d) None

3. The process of creating a new class from one or more existing class is called _____.
(a) polymorphism (b) object
(c) inheritance (d) none
4. A _____ is used to pack data members and member functions together.
(a) object (b) class
(c) inheritance (d) none
5. _____ the more frequently appearing symbols are coded with fewer bits per symbol, and vice versa.
(a) VLC (b) RLC
(c) Both (a) and (b) (d) None
6. _____, a widely used transform coding technique, is able to perform decorrelation of the input signal in a data independent manner.
(a) DCT (b) DFT
(c) Both (a) and (b) (d) None

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7. The enhancement layer facilitates higher frame rate _____ scalability.
 (a) SNR (b) Spatial
 (c) Hybrid (d) Temporal
8. _____ is a particular object in the scene, which can be of arbitrary shape, corresponding to an object or background of the scene.
 (a) VOL (b) GOV
 (c) VO (d) VS
9. _____ is connection less protocol.
 (a) TCP (b) UDP
 (c) Both (a) and (b) (d) None
10. _____ a measure of transmission speed, often in kbps or mbps.
 (a) Latency (b) Data rate
 (c) Jitter (d) Sync skew

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).
 Each answer should not exceed 250 words.

11. (a) Write short note on the history of multimedia.
 Or
 (b) Explain color models in images in detail.

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12. (a) Explain object-oriented action script in detail.

Or

- (b) What are the limitations of Exception? Explain.

13. (a) What is zero tree datastructure? Explain.

Or

- (b) Write short note on Arithmetic coding.

14. (a) What is audio compression?

Or

- (b) Explain video compression based on motion compensation.

15. (a) What is prioritized delivery? Explain.

Or

- (b) What are the different types of layers available in OSI network model? Explain with neat diagram.

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 [P.T.O.]



PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b)
Each answer should not exceed 600 words.

16. (a) Explain multimedia software tools in detail.

Or

- (b) Write short note on the popular file formats.

17. (a) Explain data types and type checking in Action Script 1.0.

Or

- (b) What is inheritance? Explain with an example.

18. (a) What is Quantization? Explain uniform and non uniform scalar quantization in detail.

Or

- (b) Write short note on dictionary based coding.

19. (a) What is search for motion vectors? Explain the different search methods in detail.

Or

- (b) Write short note on MPEG-4 and MPEG-7.

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20. (a) Explain multimedia over ATM networks in detail.

Or

- (b) What is MOD? Give some real time examples of MOD implementation with explanation.

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