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PAPER ID: 1047	Roll No.										

B. Tech.

(SEM. VIII) EXAMINATION, 2006-07 MULTIMEDIA SYSTEMS

Time: 3 Hours | [Total Marks: 100]

Note : (1)

- (1) Answer all questions.
- (2) All questions carry equal marks.
- (3) In case of numerical problems assume data wherever not provided.
- (4) Be precise in your answer.
- 1. Attempt any four parts of the following: $5\times4=20$
 - (a) What are the hardware and software requirements for multimedia computer? Discuss the multimedia applications in business.
 - (b) Distinguish between the following:-
 - (i) Image and graphics
 - (ii) Video and animation
 - (iii) Multimedia production and Multimedia playback.
 - (c) An analog audio signal has a dynamic range of 40 dB. Determine the magnitude of the quantization noise relative to the minimum signal amplitude if the quantizer uses :
 - (i) 6 bits (ii) 10 bits.

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- (d) With a diagram, explain the working of a decoder for digital to analog conversion.
- (e) Discuss the essential components of the video adapter card with their functions.
- (f) How does the process of raster scanning create an image on monitor? How can interlacing be useful for displaying steady images on slower monitors?
- 2. Attempt any two parts of the following: $10 \times 2 = 20$
 - (a) (i) A GIF image occupies a rectangular area of A inch by B inch on a monitor screen.
 The resolution of monitor is C dpi. What is the file size of the image in kB?
 The dimensions of the image is A inch × B inch.
 - (ii) Calculate the data rate required for a 640×480 resolution color monitor with 10-bit color depth and refresh rate of 30 Hz.
 - (b) With a diagram show how MIDI instruments can be interfaced with a PC. In relation to MIDI distinguish between channel messages and system messages giving examples.
 - (c) (i) What are the elements of hypertext?

 How hypertext is different from hypermedia?
 - (ii) What is authority tool? Describe the basic characteristics of requirements for selecting a multimedia authority tool.

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- 3. Attempt any **two** parts of the following: $10 \times 2 = 20$
 - (a) Consider the text string "
 DI\$DID\$DIDI\$DIDIA\$DIDI". Show all the steps of LZ78 compression and decompression including the dictionary formation.
 - (b) Differentiate between:
 - (i) Bitmap and vector drawing
 - (ii) Lossless and lossy compression
 - (iii) Statistical and dictionary based schemes.
 - (c) (i) In a quadrophonic (4 channel) audio system, signals are sampled at 10kHz and stored as 6 bits values :
 - (a) Calculate the required digital bandwidth
 - (b) What is the highest frequency of the analog signal that can be reproduced from digitized signal.
 - (ii) Explain how compression is achieved using the GIF standard. Is it lossy or lossless?
- 4. Attempt any two parts of the following: $10 \times 2 = 20$
 - (a) Discuss the following with suitable diagrams/ examples in context to digital audio:
 - (i) Sampling Rate
 - (ii) Sampling Resolution
 - (iii) Bit Rate
 - (iv) Quantization Error
 - (v) Signal-to-Noise Ratio.

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- (b) Discuss in detail the JPEG compression scheme.
- (c) Explain the process of video capturing and digitization.
- 5. Attempt any two parts of the following: $10 \times 2 = 20$
 - (a) What are the various types of frames in MPEG? How are these frames encoded?
 - (b) Why is multimedia presentation standard needed? Explain different classes of MHEG model.
 - (c) Describe various phases of multimedia application development.

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