2008 HIMACHAL PRADESH UNIVERSITY

B.TECH COMPUTER SCIENCE & ENGINEERING

MULTIMEDIA TECHNOLOGY

The candidates shall limit their answers precisely within the answer-book (40 pages)
issued to them and no supplementary / continuation sheet will be issued.

Note : Attempt any One question each from Section A, B, C and D. Section E is compulsory. All questions carry equal marks.

Section-A

1. What are the various user interface hardware available on computers. Explain with example.

2 What is the architecture of a sound card?

Section – B

3. What are the different file formats available on computers. Discuss.

4. What are the different methods to Motion pictures to video conversion. What are the various video conference standards.

Section – B

5. What are the different data compression technique. Explain.

6. What are the various formats available for multimedia documents. Discuss.

Section – D

7. What are the steps in the design of an application using \ multimedia. Explain with an example. •

8 What are the various synchronization requirement for an multimedia based application.

Section - E
9.
i) What is an authoring tool?

ii) What is an intellectual property right?

ii) What is Hypermedia?

iv) What is an MDI interface?

v) What is the principle of raster graphics?

vi) What is animation?

vii) What is open media framework?

viii) How analog signal is different from digital signal?

ix) What is the working principle of CCD. Camera?

x) What is Huffman coding?