B

|  |
| --- |
| 1. The visual effect of ……. is due to a biological phenomenon known as persistence of vision    1. **Motion**    2. Vision    3. Illusion    4. None of above 2. GUI is a    1. Operating system    2. Hardware    3. Language interpreter    4. **Software interface** 3. When ……. bit integers are used to store the intensity values, the gray levels range from 0 to 255.    1. 4    2. **8**    3. 16    4. 32 4. The first step in producing computer animation is …. process    1. **Input**    2. Output    3. In between    4. Middle 5. What is compression?    1. To compress something by pressing it very hardly    2. To minimize the time taken for a file to be downloaded    3. **To reduce the size of data to save space**    4. To convert one file to another 6. How many attributes control the characteristics of sound? |

* 1. 5
  2. 4
  3. 3
  4. **2**

1. One component which contains nearly all GUI programs will have
   1. Frame
   2. Mouse
   3. Monitor
   4. Button
2. Another problem known as *flicker* occurs due to a …… fluctuation of brightness perception.
   1. Sporadic
   2. **Periodic**
   3. Aperiodic
   4. All of above
3. …… adds an extra dimension to an interface and can help the user understand complex information structures.
   1. Information
   2. Fact
   3. **Color**
   4. Paint
4. The ability of seeing the picture of the other person in a video conference is a major improvement over just hearing the ……
   1. **Voice**
   2. Speech
   3. Video
   4. Audio
5. Many web-based systems have interfaces based on ….. forms.
   1. Server
   2. **Web**
   3. Chrome
   4. Browser
6. Which compression loses data?
   1. **Lossy compression**
   2. Lossless compression
   3. Both A and B
   4. None of the above
7. The ……. should use terms and concepts which are drawn from the experience of the people who will make most use of the system.
   1. **Interface**
   2. Interact
   3. Symbol
   4. None of above
8. If frames are displayed on screen fast enough, we get an impression of
   1. signals.
   2. **motions.**
   3. packets.
   4. bits.
9. In Audio and Video Compression, each frame is divided into small grids, called picture elements or
   1. frame.
   2. packets.
   3. **pixels.**
   4. mega pixels.
10. Joint Photographic Experts Group (JPEG) is used to compress
    1. music.
    2. pictures.
    3. **images.**
    4. frames.
11. The expansion for **MIDI** is
    1. **Musical Instrument Digital Interface**
    2. Musical Instrument Data Interface
    3. Musical Instructions Digital Interface
    4. Musical Information Data Interface
12. Information presentation is concerned with ……. system information to system users.
    1. Representing
    2. **Presenting**
    3. Requesting
    4. None of above
13. There are \_\_\_\_\_ main elements in multimedia.
    1. 4
    2. 3
    3. **5**
    4. 2
14. Visualization can reveal ……. between entities and trends in the data.
    1. **Relationships**
    2. Contrition
    3. Information
    4. Data
15. Repeated occurrence of the same character is called …..
    1. Word
    2. **Run**
    3. Bit
    4. Character
16. …… is a text which contains links to other texts.
    1. **Hypermedia**
    2. **Hypertext**
    3. Mark up
    4. None of above
17. **…….. is the perception of sound by human beings?**
    1. **Pitch**
    2. **Frequency**
    3. **Amplitude**
    4. **Wave length**
18. **Kinematics refers to the position and velocity of….**
    1. **Direction**
    2. **Angle**
    3. **Point**
    4. **Illusion**
19. **GIF** stands for
    1. Graphic Interconnection File
    2. **Graphical Interface Format**
    3. Graphic Information Format
    4. Graphic Interchange Format
20. A digital image is represented by a matrix of numeric values each representing a quantized intensity………
    1. Quality
    2. Attribute
    3. **Value**
    4. numerical
21. Multimedia \_\_\_\_ of elements grabs the viewer’s attention and retains it.
    1. Mixture
    2. **Combination**
    3. Control
    4. Contribution
22. There are \_\_\_ types of video compressions.
    1. 1
    2. **2**
    3. 3
    4. 4
23. A video consists of a sequence of
    1. **frames.**
    2. signals.
    3. packets.
    4. Slots
24. \_\_\_\_\_\_ are typical examples of static images.
    1. **Photographs**
    2. File
    3. Jokes
    4. Messages

Answer 6 out 8 questions. (6\*5 = 30)

1. Define Multimedia. Explain the characteristics of multimedia.
2. Explain audio hardware.
3. Discuss about speech generation method.
4. Explain image and graphics with example.
5. Describe global structure of multimedia.
6. Differentiate between lossless and lossy compression.
7. Explain the applications of multimedia in telemedicine.
8. Discuss the abstraction levels of the programming of multimedia system.

Answer 2 out of 3 questions. (2\*20 =40)

1. What are the step of MPEG compression? Explain. Why do we need Huffman coding? Explain it with suitable example.
2. Explain computer animation as well as step required to produce computer animation in details. Elaborate video resolution with example. 10 seconds of stereo music at 44.1 KHz sampling rate having 16 bits’ resolution then what will be the file size?
3. Explain with example of the structure guidelines for designing good user interface for multimedia system. Differentiate between image and graphics.