

(Please write your Exam Roll No.)

Exam Roll No.

END TERM EXAMINATION

SIXTH SEMESTER [BCA] APRIL-MAY 2019

Paper Code: BCA-308

Subject: Multimedia and its Applications

Time: 3 Hours

Maximum Marks :75

Note: Attempt five questions in all including question no. 1 which is compulsory.

- Q1 Answer **any five** the following:- (5x5=25)
- (a) Explain how multimedia is different from graphics.
 - (b) Give various application of multimedia.
 - (c) Differentiate between temporal and non temporal.
 - (d) Explain the concept of Virtual Reality.
 - (e) Differentiate between HTNL and XML
 - (f) What do you understand by the term data compression?
- Q2 (a) What are the various multimedia components that are to be standardized? Give a detail description about introduction to multimedia. (6.5)
- (b) What is Multimedia Authoring? Enlist some useful editing and authoring tools. (6)
- Q3 (a) Discuss in detail about the basic multimedia skills with appropriate examples. Describe in detail multimedia output devices. (6.5)
- (b) Explain the building blocks of multimedia. (6)
- Q4 (a) Describe in detail any five multimedia input devices. Explain various devices in multimedia Hardware. (6)
- (b) Explain any two data compression techniques in detail. Differentiate between Lossless Compression Algorithm and Lossy Compression Algorithms. (6.5)
- Q5 (a) Distinguish between interactive and non interactive multimedia. How to make instant multimedia. Differentiate between Linear Presentation and Non-Linear Interactive types of multimedia presentation. (6)
- (b) Discuss the steps required for assembling and delivering a multimedia project. (6.5)
- Q6 (a) Discuss in detail, different stages of a multimedia project and explain the requirement to make good multimedia. (6.5)
- (b) Describe the evolution of multimedia and storage devices. (6)
- Q7 (a) Explain how digital communication is helping in advancement of multimedia. (6.5)
- (b) What are the advantages of multimedia conferencing? (6)
- Q8 (a) Differentiate between Multimedia, Hypertext and Hypermedia. (6.5)
- (b) Differentiate between Internal link and External link. What is Sprite animation?(6)

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