**SCS1302 - COMPUTER GRAPHICS AND MULTIMEDIA SYSTEMS**

**ASSIGNMENT - III**

**LONG ANSWER:**

1) Make two different graphic designs/animations/experiments using Flash. Write the steps involved in it.

**SHORT ANSWERS:**

1) Define multimedia and list out some of its application.

2) Differentiate between lossless and lossy compression techniques.

3) Explain Huffman coding.

4) Comment on different MPEG standards.

5) List the different file formats for multimedia.

**FILL IN THE BLANKS:**

1) The expansion of MPEG is ------------.

2) The file format best suitable for storing music recording is ----------.

3) In --------- compression, data is not altered or lost in the process of compression.

4) ------- is a particular type of optimal prefix code that is commonly used for lossless data compression.

5) ---------- is a compression standard used for still images.