

Question4: (a)

(Q4)

Q. As we are using Image transmission and we are sending the data through RF ~~there~~ we have to decompose the image file into an array of Pixel data and noise might happen and they usually start from the black colored areas because we can't send an array of 000 000 and we send Null instead.

In order to solve this problem we can either use the Arduino's Serial.write() and Serial.print Command to solve it or design a loop for the print command.

```
for each i in package: Serial.print Pixel[i]
```

Question4: (b)

Subject _____ Date _____

(b) Colour value = $2 \times 320 \times 240$
= 153,600 bytes $\rightarrow 153,600 / 240 = 640$ Frames

So we have to send 640 Frames For each Image

one data frame + overhead = 242 bytes

time to send at baudrate 19,200 b/s =

$242 \times 8 / 19200 = 101 \text{ ms}$

101 ms time needed to send 242 bytes

$101 \times 640 = 64.6 \text{ s} \rightarrow$ we need 64.6 s

to send all the 640 frames

therefore the data rate would be:

$153600 / 64.6 = 2377.7 \text{ byte/second}$

$\approx 2.37 \text{ KB/s} \approx 19 \text{ Kbps}$

Question4: (c)

③ For BMP we typically have 153,600 bytes and these bytes are divided into multiple frame and will be transmitted in order. But for JPEG the resolution is the same (320×240) but in JPEG we encode images and they may not have the same file size. So in practice if we are going to use a loop to send both files for JPEG we ~~would not~~ would not know the loop length. Instead as all JPEG files end with FFD9 in hex we can send while we don't see FFD9.