**TEXT FILE FORMATS:**

1. **.1st**: Readme text file sometimes bundled with applications contains important information or instructions for operating the software, uses “1st” extension so that users know to open the readme first before running the application for the first time.
2. **.602** : A 602 file is a document saved in the 602 format by Text602(T602) , a Czech word processor. It typically contains formatted text but may also stores images and tables.
3. **.doc** : A doc file is a word processing document created by Microsoft Word, or another word processing program. It may contain formatted text,images,tables,graphs,charts,page formatting,and printing settings.
4. **.err** : Text files containing error messages generated by program ; may be written as a program loads,executes, or closes; often used by software developers when testing or profiling programs.
5. **.note** : A note file contains a note created by notability, a note taking app for macOS and iOS. It stores the contents of a note.
6. **.rtf** : An rtf file is a common text file format that supports “rich text” . It include several types of text formatting.RTF files also support objects and images such as .jpg and .png files saved within the text file .
7. **.readme** : text document referred to as a “readme file” contains important information about the installation or usage of certain software program or software update.
8. **.txt** : A txt file is a standard text document that contains unformatted text . It is recognized by any text editing or word processing program.
9. **.wp** : Word processing document created by Corel WordPerfect, a popular word processor for windows, may contain text,images,forms and other data.
10. **.wps** : A wps file is a document created with Microsoft works word processing software . It contains document elements similar to a Microsoft word(.doc) document but does not include advanced formatting options and macros.

**AUDIO FILE FORMATS**

1. **.aac** : aac stands for Advanced Audio Coding. The compression algorithm used by aac is much more advanced and technical than MP3.It has better sound quality than MP3.
2. **.aiff** : aiff stands for Audio Interchange File format. It was developed by apple for mac systems.
3. **.m3u** : It is a file format for multimedia playlist. Use of this is creating a single entry playlist file pointing to a stream on the internet.
4. **.mid** : It is a standard MIDI file.It contains music data, such as what notes are played,when ,how loud and how long note is played.
5. **.mp3** : mp3 stands for MPEG-1 Audio layer 3.It is the most popular audio format in the world for music files.The main pursuit of MP3 is to cut out all of the sound data that exists beyond the hearing range of most normal people and then to compress all audio data efficiently.
6. **.mpa** : It is an audio file compressed with MPEG layer II compression which reduces the file size while minimal affecting overall sound quality.
7. **.ra** : It is file extension for a streaming audio file format used by RealNetworks RealPlayer.An ra file generally contains audio data encoded in the proprietary Real audio codec.

1. **.wav** : Wav stands for Waveform audio file format.Wav is just a windows container for audio formats.This means that a wav file can contain compressed audio but its rarely used for that.
2. **.wma** : wma stands for Windows media Audio. Wma’s approach to compression is pretty similar to aac and ogg. In terms of objective quality ,wma is better than mp3.
3. **.pcm** : pcm stands for pulse code modulation, a digital representation of raw analog audio signals.The sound in this is sampled and recorded at certain intervals.

**VIDEO FILE FORMATS**

1. **.asf** : An ASF file is a media file stored in the Advanced Systems Format (ASF), a proprietary video and audio container format. It contains audio and video data and optional metadata, such as title, author, and copyright bibliographic data.
2. **.asx** : It is the multimedia playlist which references one or more URLS that point to the locations of the audio and video files.It is used for storing multimedia playlists.
3. **.avi** : An AVI file is a file saved in a multimedia container format created by Microsoft. It stores video and audio data that may be encoded in a variety of codecs such as DivX and XviD. AVI files typically use less compression than similar formats such as .MPEG and .MOV.
4. **.flv** : An FLV file is a flash-compatible video file exported by the Flash Video Exporter plug-in (included with Adobe Animate) or other program with FLV file support. It consists of a short header, interleaved audio, video, and  metadata packets. The file stores audio and video data in a similar format used by standard Flash (.SWF) files.
5. **.mov** : A MOV file is a common multimedia container file format developed by Apple and compatible with both Macintosh and Windows platforms. It may contain multiple tracks that store different types of media data and is often used for saving movies and other video files. MOV files commonly use the MPEG-4  codec for compression.
6. **.mp4** : An MP4 file is a multimedia file commonly used to store a movie or video clip, but may also contain subtitles or images. MP4 is short for MPEG-4 Part 14, which is a container format based on the QuickTime File Format (QTFF) used by .MOV and .QT files.
7. **.mpg** : An MPG file is a common video file that uses a digital video format standardized by the Moving Picture Experts Group (MPEG). It stores video, audio, and metadata interleaved together. MPG files are often used for creating movies that are distributed on the Internet.
8. **.rm** : An RM file is a multimedia file used by RealPlayer, an audio and video playback and streaming program. It contains audio or video data or a link to a streaming media file, which is played back as it is downloaded. RM files are commonly used for streaming content over the Internet such as video and Internet radio.
9. **.swf** : An SWF file is an animation created with Adobe Flash that can be played by Flash Player or with a web browser that has the Flash plugin installed. It may contain text, vector and raster graphics, and interactive content written in ActionScript.
10. **.wmv** : A WMV file is a video file based on the Microsoft Advanced Systems Format (ASF) container format and compressed with Windows Media compression. It contains video encoded with one of Microsoft's Windows Media Video (WMV) proprietary codecs and is similar to an .ASF file.

**ANIMATION FILE FORMATS**

1. **AVI** : The AVI (Audio Video Interleave) format was developed by Microsoft, and is a common format on PC's. It is a RIFF file specification used with applications that capture, edit, and playback audio-video sequences. AVI hopes that the video and sound frames synchronise together - instead of synchronising to a common clock, video plays at its own clock rate and sound is clocked to its sample rate.
2. **DPX** : This is a standard developed by the Society of Motion Picture and Television Engineers (SMPTE). It is a file format for the exchange of digital moving pictures on a variety of media between computer-based systems.
3. **FLM** : This is a low resolution colour Atari ST format. The speed and direction of the animation can be altered, as can the action to perform at the end of the animation.
4. **FLX** : The FLX file format is a 16 bit High colour file. It is an animation file that plays animations without having to change, optimise or merge palettes. The file format is ideal for direct conversion of video into animations.
5. **GIF** : A GIF file consists of a screen colour map and a series of images, each with an optional colour map. The images do not have to be at the origin and can be any size smaller than the screen size. This allows GIF animations to be created that only update the part of the screen that changes. GIF files use the LZH compression algorithm.
6. **IFF ANIM :** The Amiga's IFF format was designed as a universal (extensible) data format. Many different data types and chunks can be found in IFF ANIMs. Many ANIMs include sound chunks or colour cycling. There are a plethora of compression techniques used.
7. **MovieSetter** : This is the format used by GoldDisk on the Amiga. It is a very flexible animation format. Animations are stored as a bunch of backgrounds, sounds and sets. Sets are smaller images that get placed on top of the background. Sound information is contained here as well to synchronise it with the action. There is also colour cycling and specialty fades and wipes.
8. **NEOchrome Animation**  : This is an Atari ST animated graphics format that displays a sequence of NEO files. Files of the animation format have an ANI suffix. Colour animation is supported, and the speed and direction can be modified. The animation is not compressed.
9. **PFX** : PageFlipper Plus F/X on the Amiga is the creator of these files. PFX contains a series of deltas with a play list at the end. The format supports colour map changes, nested loops and dynamic timing.
10. **QuickTime :** This format is commonly used on Macintosh computers and is expanding to other platforms. QuickTime is not only a video or animation file format, but is more of a multimedia format. QuickTime supports two Movie formats, namely the Movie format and an extended version of the PICT format.The Movie format is used to manage different forms of dynamic data. The format consists of different tracks that begin and end at different times during a presentation.