

## Multimedia Technology MCQs [set-1]

**1. A video consists of a sequence of**

- A. frames.
- B. signals.
- C. packets.
- D. slots.

Answer: A

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**2. If frames are displayed on screen fast enough, we get an impression of**

- A. signals.
- B. motions.
- C. packets.
- D. bits.

Answer: B

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**3. H.323 uses G.71 or G.723.1 for**

- A. compression.
- B. communication.
- C. controlling.
- D. conferencing.

Answer: A

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**4. To receive signal, a translator is needed to decode signal and encode it again at a**

- A. high quality.

- B. lower quality.
- C. same quality.
- D. bad quality.

Answer: B

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**5. Session Initiation Protocol (SIP), is very**

- A. independent.
- B. flexible.
- C. important.
- D. layered.

Answer: B

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**6. In Audio and Video Compression, each frame is divided into small grids, called picture elements or**

- A. frame.
- B. packets.
- C. pixels.
- D. mega pixels.

Answer: C

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**7. Streaming stored audio/video, files are compressed and stored on a**

- A. ip.
- B. server.
- C. domain.
- D. internet.

Answer: B

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**8. Live streaming is still using Transmission Control Protocol ( TCP), and multiple unicasting instead of**

- A. unicasting.
- B. multicasting.
- C. layered control.
- D. protocol control.

Answer: B

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**9. Moving Picture Experts Group (MPEG-2), was designed for high-quality DVD with a data rate of**

- A. 3 to 6 mbps.
- B. 4 to 6 mbps.
- C. 5 to 6 mbps.
- D. 6 to 6 mbps.

Answer: A

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**10. Joint Photographic Experts Group (JPEG) is used to compress**

- A. music.
- B. pictures.
- C. images.
- D. frames.

Answer: C

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**11. Real-time traffic needs support of**

- A. unicasting.
- B. multicasting.
- C. layered control.

D. protocol control.

Answer: B

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**12. We can divide audio and video services into**

- A. 1 broad categories.
- B. 2 broad categories.
- C. 3 broad categories.
- D. 4 broad categories.

Answer: C

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**13. In Video Compression, an independent frame that is not related to any other frame is called**

- A. b-frame.
- B. c-frame.
- C. i-frame.
- D. p-frame.

Answer: C

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**14. . RTP uses a temporary even-numbered**

- A. rtcp.
- B. smtp.
- C. udp port.
- D. none.

Answer: C

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**15. HTTP client accesses Web server by using the**

- A. send message.
- B. get message.

- C. auto receive message.
- D. none.

Answer: B

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**16. In Joint Photographic Experts Group (JPEG), a gray scale picture is divided into blocks of**

- A. 5 x 5 pixels.
- B. 6 x 6 pixels.
- C. 7 x 7 pixels.
- D. 8 x 8 pixels.

Answer: D

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**17. MP3 produces three data rates from 96 Kbps to**

- A. 128 kbps.
- B. 164 kbps.
- C. 256 kbps.
- D. 320 kbps.

Answer: B

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**18. For Music, we need to compress digitize signals at**

- A. 1.41 i-mhz.
- B. 1.42 i-mhz.
- C. 1.45 i-mhz.
- D. 1.48 i-mhz.

Answer: A

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**19. Sometimes real-time traffic needs**

- A. organization.

- B. traffic.
- C. channelizing.
- D. translation.

Answer: D

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**20. In Real-Time Transport Protocol (RTP), source periodically sends a source description message to give additional information about**

- A. others.
- B. itself.
- C. protocols.
- D. packets.

Answer: B

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**21. Audio compression can be used for**

- A. speech or music.
- B. voice and data.
- C. picture and colors.
- D. video and voice.

Answer: A

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**22. In Real Time Interactive Audio Video, conferencing requires two way communication between**

- A. receivers and senders.
- B. packet to frames.
- C. pixels to packets.
- D. frames to pixels.

Answer: A

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**23. In Real Time Interactive Audio Video, Jitter is introduced in real-time**

**data by delay between**

- A. frames.
- B. layers.
- C. pixels.
- D. packets.

Answer: D

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**24. Session Initiation Protocol (SIP), has a mechanism that finds the**

- A. domain.
- B. way.
- C. ip address.
- D. terminal.

Answer: C

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**25. In Audio and Video Compression, voice is sampled at 8000 samples per second with**

- A. 5 bits per sample.
- B. 6 bits per sample.
- C. 7 bits per sample.
- D. 8 bits per sample.

Answer: D

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