1. Explain the basic concept of Run-Length Coding and provide an example.

2. What are some common lossless image compression algorithms, and how do they operate?

3. Compare MPEG-2 and MPEG-4 in terms of their applications and compression efficiency.

4. What is audio compression, and why is it important in multimedia applications?

5. What factors contribute to the quality of multimedia data transmission in a network?

6. Explain the role of ATM (Asynchronous Transfer Mode) networks in supporting multimedia communication.

7. What are the advantages and challenges of delivering multimedia content over IP?

8. Briefly describe the MPEG standard and its significance in video compression.

9. What are the trade-offs involved in choosing different quantization levels?