

DEDAN KIMATHI UNIVERSITY OF TECHNOLOGY UNIVERSITY EXAMINATIONS 2021/2022 ACADEMIC YEAR THIRD YEAR EXAMINATION FOR THE DEGREE OF BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

CIT 3204: MULTIMEDIA SYSTEMS

DATE: 6/12/2021 TIME: 11.00 A.M.-01.00 P.M.

Instructions: Answer Question 1 and Any Other Two.

Question ONE: (30 Marks)

a) Explain the meaning of Multimedia. (2 marks)

b) Analyze the three basic components of a VRML file. (3 marks)

c) Highlight FOUR desirable characteristics of a good Multimedia Authoring System.

(4 marks)

- d) A computer is to be used to add effects to analog audio signals. Identify two types of devices required for this and describe their functionalities in the processing pipeline. (4 marks)
- e) Giving relevant examples in each case differentiate between the following terms as used in multimedia applications:

i. Static media and Dynamic media (2 marks)

ii. Hypertext and Hypermedia (2 marks)

 $f) \quad Discuss \ any \ FOUR \ Multimedia \ application \ class/Areas \ other \ than \ game \ systems.$

(4 marks)

g) The digital world of interactive TV and Video on demand wholly see analogue system employ the use of set top boxes.

i. Define the term "set top boxes" (1 mark)

ii. Highlight the main role played by the set to boxes (2 marks)

h) Dehub has selected you to be in a team that has been tasked with the development of a multimedia system that will have various applications in the university. Describe TWO challenges the team is likely to face in in the process of carrying out its mandate.

(4 marks)

i) Explain the following terms as used in Multimedia Systems;

i. Streaming Media (1 mark)

ii. Authoring (1 mark)

Question Two: (20 Marks)

a) Explain the following data types for graphics and image file formats.

i. 1-bit color images
ii. 8-bit Gray-level Images
iii. 24-bit Color Images
(2 marks)
(2 marks)

- b) Elaborate any three sound formats as used in Multimedia Systems. (3 marks)
- c) Differentiate between the two types of compression format in Multimedia Systems.

(4 marks)

- d) QuickTime is the most widely used cross-platform multimedia technology available today.
 - i. Analyze any three the key features of QuickTime that have led to its adoption as an international multimedia format. (3marks)
 - ii. Explain any four types of QuickTime components. (4marks)

Question Three (20 marks)

- a) Explaining every stage involved, generate an optimal Huffman encoding tree using the string "happy hip hop" and use it to encode the string "ahoy". (7 marks)
- b) Explain the steps of producing a Multimedia application. (4 marks)
- c) MIDI is a protocol that enables computer, synthesizers, keyboards, and other musical or (even) multimedia devices to communicate with each other. Describe How is a basic MIDI message structured. (2marks)
- d) Write a program that creates a VRML world which contains a brown and a blue cone. The
 brown cone should be translated at some angle along the negative Y axis in order to appear
 exactly above the blue cone. (7marks)

Question Four (20 marks)

- a) Sampling involves measuring the quantities of an analogue signal that we are interested in at evenly space intervals.
 - i. Differentiate between the terms Sampling and Quantization. (2 marks)
 - ii. Using well labeled diagrams, differentiate between sampling an analogue signal in time dimension and amplitude dimensions. (2 marks)
 - iii. Explain the two steps involved in the sampling process. (2 marks)
 - iv. Using a sinewave, explain the Nyquist theorem as used in digital sound sampling.

(2 marks) (2 marks)

- v. Explain the term Aliasing and briefly discuss one effect of aliasing.
- b) Discuss FOUR broadcast and video standard and recording formats used in Multimedia around the world. (4 marks)
- c) Highlight in details any video formats. (2 marks)
- d) MPEG consists of a variety of different standards. These are MPEG-1, MPEG-2, MPEG-4, MPEG-7 and MPEG-21.
 - i. Discuss why such standards evolved. (2 marks)
 - ii. Give an example target application for each variant of the MPEG standard.

(2 marks)