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(New Scheme)

(Specialization: CSE)

(CSE Engg. Branch)

INTERNET and MULTIMEDIA TECHNOLOGY

Time Allowed: Three hours

Maximum Marks: 80

Minimum Pass Marks: 28

Note: Attempt all questions. Part (a) of each question is compulsory and carrying 2 marks each and attempt two parts from (b), (c) and (d) carrying 7 marks each.

Unit-I

1. (a) Define Internet.

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	(b)	What is class full addressing? Explain various classes of IPV4?	
	(c)	Explain the functions of the ARP and RARP with frame format.	
	(d)	Define firewall. Explain and classify different types of firewalls.	-
Unit-Ⅱ			
2.	(a)	Define PSTN.	2
	(b)	Explain functional grouping of ISDN. Describe various reference points.	7
	(c)	Define signaling system and explain layers of SS7.	7
	(d)	Explain DIAS architecture with example.	7
		Unit-III	
3.	(a)	Define piconet and scatternet.	2
	(b)	Explain IEEE 802.11 protocol. Compare Bluetooth Infrared and 802.11 WLAN.	7
	(c)	Define mobile IP. Expain direct and indirect routing using mobile IP.	7

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(d) Explain the concept of LMDS/PCS WLL with block diagram.

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## **Unit-IV**

- 4. (a) Define hypertext and hyper media.
  - (b) Describe the operation of basic jpeg compression technique.

(c) Write the features of JPEG-2000 compare the current JPEG standard with JPEG 2000.

(d) Describe MP3 compression scheme.

Unit-V

- 5. (a) Define multimedia.
  - 2
  - (b) Explain the architecture and benefits of IEEE 1394 interface.
  - (c) Expain the data types and instruction set of MMX technology. 7
  - (d) Explain the operational architecture of video on demand system.

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