**Lab 7: File Extensions**

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1. **JPG:** It is an image saved in a compress image format standardized by the Joint Photographic Experts Group. It is commonly used for storing digital photos and used by most digital cameras to save images.
2. **JPEG:** It is a file extension that stands for Joint Photographic Experts Group. This extension is most commonly used by digital cameras and photo sharing devices. It is great for color and photographs but there is a slight loss of quality due to compression.
3. **PNG:** It is an image saved in the Portable Network Graphic format. It contains bitmap compressed with lossless compression similar to a .gif file. These files are commonly used to store web graphics, digital photographs and images with transparent backgrounds.
4. **GIF:** Graphic Interchange Format is a file extension for an often-animated raster graphics file and is the second most common image format used on the internet after JPEG. It used the LZW compression algorithm and is owned by Unisys
5. **TIF:** It is an image saved in the Tagged Image File Format, a high-quality graphics format. It is often used for storing images with many colors, typically digital photos, and includes support for layers and multiple pages.
6. **TIFF:** Tag Image File Format abbreviated TIFF or TIF, is a computer file format for storing raster graphics images, popular among graphic artists, the publishing industry, and photographers.
7. **BMP**: It is known as bitmap image file, device independent bitmap (DIB) file format and bitmap. It is a [raster graphics](https://en.wikipedia.org/wiki/Raster_graphics) [image file format](https://en.wikipedia.org/wiki/Image_file_format) used to store [bitmap](https://en.wikipedia.org/wiki/Bitmap) [digital images](https://en.wikipedia.org/wiki/Digital_image), independently of the [display device](https://en.wikipedia.org/wiki/Display_device). The BMP file format is capable of storing [two-dimensional](https://en.wikipedia.org/wiki/2D_computer_graphics) digital images both [monochrome](https://en.wikipedia.org/wiki/Monochrome) and color, in various [color depths](https://en.wikipedia.org/wiki/Color_depth).
8. **ART**:  holds a single still [image](https://en.wikipedia.org/wiki/Image) that has been highly [compressed](https://en.wikipedia.org/wiki/Image_compression). The format was designed to facilitate the quick downloading of images, among other things. When an image is converted to the ART format, the image is analyzed and the software decides what compression technique would be best.
9. **PCX**: PCX, standing for PiCture eXchange, is an [image file forma](https://en.wikipedia.org/wiki/Graphics_file_formats)t. It was the native file format for [PC Paintbrush](https://en.wikipedia.org/wiki/PC_Paintbrush) and became one of the first widely accepted [DOS](https://en.wikipedia.org/wiki/MS-DOS) imaging standards, although it has since been succeeded by more sophisticated image formats, such as [BMP](https://en.wikipedia.org/wiki/BMP_file_format), [JPEG](https://en.wikipedia.org/wiki/JPEG), and [PNG](https://en.wikipedia.org/wiki/Portable_Network_Graphics). PCX files commonly stored palette-indexed images ranging from 2 or 4 colors to 16 and 256 colors
10. **WMF:** Windows Metafile (WMF) is an [image file format](https://en.wikipedia.org/wiki/Image_file_format) originally designed for [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) in the 1990s. The original Windows Metafile format was not device-independent (though could be made more so with placement headers) and may contain both [vector graphics](https://en.wikipedia.org/wiki/Vector_graphics) and [bitmap](https://en.wikipedia.org/wiki/Bitmap) components. A metafile stores a list of records consisting of drawing commands, property definitions and graphics objects to display an image on screen.
11. **EMF:** [EMF](https://whatis.techtarget.com/definition/EMF-Enhanced-MetaFile) is a file extension for [Enhanced MetaFile](https://whatis.techtarget.com/definition/EMF-Enhanced-MetaFile), a [spool](https://whatis.techtarget.com/definition/spool-simultaneous-peripheral-operations-online) file format used in printing by the Windows [operating system](https://whatis.techtarget.com/definition/operating-system-OS). It is a 32 bit replacement for the original windows [metafile](file:///C:\Users\Ivy\AppData\Local\Microsoft\Windows\Temporary%20Internet%20Files\Application%20Data\Microsoft\Word\EMF%20is%20a%2032bit%20replacement%20for%20the%20original%20windows%20metafile%20(WMF)%20format%20to%20a) (WMF) format, addressing its deficiencies in printing in comparison to more sophisticated graphics programs. Due its smaller size, EMF is a good alternative to the [RAW](https://searchdatamanagement.techtarget.com/definition/raw-data) format, which is raw [postscript](https://whatis.techtarget.com/definition/Postscript), when printing across a [network](https://searchnetworking.techtarget.com/definition/network).
12. **DWG:** DWG is a binary file format used for containing 2D and 3D design data. DWG files are basically CAD drawings consisting of vector image data and metadata written with binary coding. It is the native format of most CAD applications, especially AutoCAD.
13. **PSD**: PSD (Photoshop Document) is an image file format native to Adobe’s popular Photoshop Application. It’s an image editing friendly format that supports multiple image layers and various imaging options. PSD files are commonly used for containing high quality graphics data. A PSD file is capable of holding 30,000 pixels in both height and width and the size of the file can extent to 2 gigabytes
14. **RTF**: The Rich Text Format (often abbreviated RTF) is a [proprietary](https://en.wikipedia.org/wiki/Proprietary_format) [document file format](https://en.wikipedia.org/wiki/Document_file_format) with published specification developed by for [cross-platform](https://en.wikipedia.org/wiki/Cross-platform) document interchange with Microsoft products.
15. **XML**: