EXPERIMENT NO-12

TEXT FILE FORMAT

Text files contain textual data and may be saved in plain text or rich text formats. While most text files are documents created and saved by users, they can also be used by software developers to store program data. Examples of text files include word processing documents, log files, and saved email messages.

Common text file extensions include [.TXT](https://fileinfo.com/extension/txt), [.RTF](https://fileinfo.com/extension/rtf), [.LOG](https://fileinfo.com/extension/log), and [.DOCX](https://fileinfo.com/extension/docx).

AUDIO FILE FORMAT

An **audio file format** is a file format for storing digital data  data on a computer  system. The bit layout of the audio data (excluding metadata) is called the audio coding format and can be uncompressed, or compressed to reduce the file size, often using lossy compression. The data can be a raw bitstream in an audio coding format, but it is usually embedded in a container format or an audio data format with defined storage layer.

VIDEO FILE FORMAT

A video file format is a type of file format for storing digital videpo data ona computer system. Video is almost always stored in compressed form to reduce the file size. The coded video and audio inside a video file container (i.e. not headers, footers and metadata) is called the essence. A program (or hardware) which can decode compressed video or audio is called a codec; playing or encoding a video file will sometimes require the user to install a codec library corresponding to the type of video and audio coding used in the file. Good design normally dictates that a file animation enables the user to derive which program will open the file from the file extension. That is the case with some video file formats, such as WebM (.webm), Windows Media Video (.wmv), and Ogg Video (.ogv), each of which can only contain a few well-defined subtypes of video and audio coding formats, making it relatively easy to know which codec will play the file. In contrast to that, some very general-purpose container types like AVI (.avi) and QuickTime (.mov) can contain video and audio in almost any format, and have file extensions named after the container type, making it very hard for the end user to use the file extension to derive which codec or program to use to play the files.

ANIMATION FILE FORMAT

There are many animation graphics file formats, some of which are more suitable for certain types of data. This section of this report examines some animated graphics file formats in detail, and is followed by a summary of other formats.

Animation is moving images, but different file formats handle the data in different ways. Animations are usually split up into frames, each of which is a "snapshot" of an instance of the animation. The formats vary from having a separate graphical image for each frame, to only maintaining the changes between frames, to specifying the animation sequence as a computer program.

Sound is a common feature of animations, but with sound comes the added complexity of synchronising the sound with the images. Some formats neglect this synchronisation factor, and play the sound independent of the images. This can result in sounds occurring at inappropriate times.

File sizes can be large for animations, therefore compression is often used to reduce the file size. This comes at the cost of additional creation time, but can (for some file formats) increase the playback rate. Another drawback of compression is that some formats loose picture quality