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5
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BE-VI/6(A)

216735

COMPUTER ENGINEERING

COURSE NO. COM– 604

(Multimedia)

Time Allowed – 3 Hours

Maximum Marks - 100

Note: Attempt **five** questions in all selecting at least two questions from each Section. Each question carries **20** marks.

Section – A

1. (a) What is Multimedia? Explain the basic characteristics of Multimedia Systems. Discuss its desirable features.
(b) What is Hypertext and Hypermedia? Explain with suitable examples. (10, 10)
2. Define Compression. Discuss its types. Explain different approaches for audio and video compressions.
3. (a) Explain in detail about Broadcast T.V. Network.
(b) Discuss the working principle of PSTN. (10, 10)
4. (a) Describe various Multimedia Communications standards related to entertainment applications over the internet.
(b) Define WWW. Why Web Browser is being used. (10, 10)

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(2)

Section – B

5. (a) Discuss in brief about ATM Network. What is the need of ATM in today's communication scenario?
(b) Distinguish between ATM LAN & WAN. Discuss their merits and de-merits. (10, 10)
6. (a) Define Application QoS. Describe various Application QoS parameters that relate to the Network.
(b) What is the difference between Circuit Switching and Packet Switching? (10, 10)
7. (a) Explain in detail about Video Conferencing.
(b) Define Protocol. Explain the functional description of Multimedia Protocols. (10, 10)
8. Write short notes about following:
 - (a) ISDN
 - (b) Multimedia Software tools
 - (c) Multimedia Operating System
 - (d) Multimedia Databases. (4 x 5)

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