Course Code: CIT 742

Course Unit: 2

Course Title: Multimedia Technology

Instruction: Answer Question One and Any Three Other Questions

Time allowed: 2

1a.   Give a concise definition of multimedia.
          5 marks

b.   What is hypermedia?
5 marks

c.   Distinguish between discrete and continuous media.
          7 marks

d.   Write a short note on Transform coding?
8 marks

2a.   Describe the challenges for multimedia systems.
6 marks

b.   List some common compression techniques used in audio.
              3 marks

c.   state an example of hypermedia applications.
          2 marks

d.   List two common image-coding standards.
          4 marks

3a.   Outline the components of multimedia systems
            6 marks

b.   Explain two properties of the two-dimensional Fourier transform.
            6 marks

c.   Give two common examples of streamed audio.
       3 marks

4a.   State two main image enhancement operators.
            3 marks

b.   What factor determines a monitors' resolution?
       3 marks

c.   State the difference between DVD-Video and DVD-ROM.
       4 marks

d.   What is the factor that makes the DFT so attractive for image processing?
            5 marks

5a.   Identify three vital characteristics of multimedia systems
4½ marks

b.   What is a multimedia application?
       2 marks

c.   Write a short note on Analog and Digital signals
                 7 marks

d.   Define the term lossy compression
       1½ marks

6a.   Explain the term 'authoring paradigm'.
            3 marks

b.   List and briefly explain any three main authoring paradigms.
            9 marks

c.   Explain the concept of a raw video.
       3 marks