

“Do not write anything on question-paper except Roll Number, otherwise it shall be deemed as an act of indulging in unfair means and action shall be taken as per rules.”

Roll No.

**B.C.A. (III)
1732**

Mult. Tools

**B.C.A. (Part-III) EXAMINATION, 2018
PAPER-II
BCA: 302- MULTIMEDIA TOOLS**

**Time Allowed - Three Hours
Maximum Marks - 80**

नोट :- (1) प्रश्न संख्या 1 अनिवार्य है। शेष प्रश्नों में से किन्हीं चार को हल कीजिये।

(2) सभी प्रश्नों के अंक समान है।

Note :- (1) Question No. 1 is compulsory. Attempt any FOUR questions from the remaining questions.

(2) All questions carry equal marks.

1. (a) What is TGA format.
- (b) What do you mean by SECAM.
- (c) What is Bandwidth.
- (d) What is Key frame.
- (e) Define the term stereo sound.
- (f) What is frame rate.
- (g) Give the full form and one difference between .DAT and .GIF with respect to multimedia.

- (h) What is streaming video.
- 2. (a) What is importance of graphics in multimedia ?
How vector and Raster graphics are different.
- (b) Explain development platforms for multimedia.
- 3. (a) Explain various image file formate with their
features and limitations.
- (b) Explain needs and area of multimedia.
- 4. (a) Write Brief notes on various video standards in
details.
- (b) What is animations. Explain principal and use of
animation in multimedia.
- 5. Write short notes on-
 - (a) RTF and HTML Text
 - (b) MPEG and SMIL
 - (c) 3D studio and paint shop pro animator
 - (d) Effects of Resoulations
- 6. (a) What is sound cord ? Explain its applications,
working and principal.
- (b) What is digital video.Explain the application of it
in the developement of multimedia application.
- 7. (a) What is copyright. List and explain two legal issues
Related to copyright in multimedia application
development.
- (b) What is video confrencing list difference between
video confrencing and document confrencing with
example.
- 8. Write short notes on :-
 - (a) Graphics accelerator cards
 - (b) Sound standards on PC
 - (c) object linking and Embedding concept
 - (d) Interlacing and non linterlacing.