

Code No: 07A7EC22

**R07****Set No. 2**

**IV B.Tech I Semester Examinations, NOVEMBER 2010  
MULTIMEDIA AND APPLICATION DEVELOPMENT**

**Common to Information Technology, Computer Science And Engineering**

Time: 3 hours

Max Marks: 80

**Answer any FIVE Questions  
All Questions carry equal marks**

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1. (a) Explain typical compression performance of MPEG-1?  
(b) Explain about G.726 ADPCM? [8+8]
2. Write short notes on:  
(a) Resource reservation protocol (RSVP)?  
(b) Internet Telephone advantages? [8+8]
3. Can you extend built in class. Give a detailed explanation. [16]
4. (a) What are the two types of wavelet transforms?  
(b) Compare dictionary based coding with lossless image compression? [8+8]
5. Write about the following methods in ImageViewer class.  
(a) loadImage( )  
(b) setImageClip( )  
(c) setTargetClip( )  
(d) setTargetClip( ) . [4+4+4+4]
6. (a) Explain about the document timeline.  
(b) Explain about movie clip subclasses. [8+8]
7. What color should be used foreground when background color is pink? Justify your answer. [16]
8. (a) Explain the following:  
i. Sampling frequency  
ii. Alias frequency.  
(b) The sampling frequency is 1.5 times the true frequency. What is the alias frequency? [5+5+6]

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1. Explain the following terms with respect to ACTION SCRIPT
  - (a) Up casting
  - (b) Down casting
  - (c) Safe casting
  - (d) Implicit Up cast. [4+4+4+4]
2. Briefly write about the following:
  - (a) Wavelength
  - (b) Color level
  - (c) Brightness
  - (d) Whiteness. [4+4+4+4]
3. Can we assign sub class object to super class variable? Explain with an example program in AS. [16]
4.
  - (a) Explain about convert ( ) with example
  - (b) Explain about attach movie( ) with example
  - (c) Explain about how to improve the components package
  - (d) Explain about the Title Label Component. [4+4+4+4]
5. Write and explain Nyquist theorem. [16]
6.
  - (a) Explain about shape coding in MPEG-4?
  - (b) Explain five modes of prediction in MPEG-2? [8+8]
7.
  - (a) What are the advantages of Adaptive Huffman coding compared to the original Huffman coding algorithm?
  - (b) Describe 2D-Discrete wavelet transform. [8+8]
8.
  - (a) What is main idea behind Transport of MPEG-4?
  - (b) What is the importance of Session Initiation protocol (SIP) why we go for this? [8+8]

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**R07**

**Set No. 1**

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1. (a) Write the parameters of quality of service?  
(b) Write short notes on MBone (The Internet Multicast Backbone). [8+8]
2. (a) What is Multimedia?  
(b) Briefly explain about components of Multimedia. [4+12]
3. Explain casting mechanism in ACTION SCRIPT. [16]
4. (a) What is lossless image compression and explain about JPEG image compression?  
(b) Explain a simple wavelet transform with an example? [8+8]
5. (a) Explain Vocoders in detail?  
(b) Write about search for motion vectors in detail? [8+8]
6. What is exception Bubbling? Explain exception Bubbling with suitable example. [16]
7. (a) Explain about the exported flash movie.  
(b) Explain how to handling component events.  
(c) Explain about avatar symbol movie clip. [5+6+5]
8. (a) Write about differential coding of audio signal.  
(b) What is lossless predictive coding? Explain. [4+12]

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**R07****Set No. 3**

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1. What getter method and setter method? Give an example program for it. [16]
2. (a) What are the advantages and disadvantages of Arithmetic coding? [8+8]  
(b) Explain KLT with an example?
3. (a) Explain how to use super class constructor in sub class. Give an example program. [10+6]  
(b) Write few best practices in overriding.
4. Digital video uses chroma sub sampling. What is the purpose of this? Why is it feasible. [16]
5. (a) What is reliable Multicast Transport why we go for this?  
(b) Explain the types of RTSP (Real Time Control Protocol) packets? [8+8]
6. Explain the following:  
(a) The input text and input component.  
(b) Currency converter properties  
(c) Function Attach movie  
(d) Add Event Listener. [4+4+4+4]
7. (a) Compare audio compression techniques in detail?  
(b) Explain video compression techniques? [8+8]
8. What is the simplest way to quantize an 8 bit gray scale image down to just 2 bits of accuracy? Explain. [16]

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