

Code No: N0524/R07

Set No. 1

IV B.Tech I Semester Supplementary Examinations, March 2013
MULTIMEDIA AND APPLICATION DEVELOPMENT
(Common to Computer Science & Engineering, Information Technology
and Computer Science & Systems Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. "LAB gamut covers all colors in the visible spectrum". What does this statement mean? Briefly explain how LAB relates to color? [16]
2. (a) Write about signal-to-Quantization-Noise Ratio.
(b) If sound card is 8-bit then what is the best SQNR it can achieve? Explain. [8+8]
3. Explain runtime support for type casting in ACTION SCRIPT. [16]
4. (a) Explain when to use composition over inheritance.
(b) Explain the following briefly
 - i. Is - A relation
 - ii. Has - A relation
 - iii. Uses - A relation. [10+6]
5. (a) Explain about How to Initializing avatar instances.
(b) How to creating the user interfaces explain.
(c) Explain about the combo box component. [6+5+5]
6. (a) What are advantages and disadvantages of arithmetic coding as compared to Huffman coding?
(b) Compare discrete wavelet transform with continuous wavelet transform?[8+8]
7. (a) What is the major motivation behind the development of MPEG-7? Give three examples of real world application that may benefit from MPEG-7?
(b) Compare MPEG-1 with MPEG-2? [8+8]
8. (a) What is Mbone(The Internet Multicast Backbone). What is the importance of it?
(b) What is OSI? Draw the Block diagram of OSI reference model? [8+8]

Code No: N0524/R07

Set No. 2

IV B.Tech I Semester Supplementary Examinations, March 2013
MULTIMEDIA AND APPLICATION DEVELOPMENT
(Common to Computer Science & Engineering, Information Technology
and Computer Science & Systems Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. Write about the following:
 - (a) PS and PDF
 - (b) Windows WMF
 - (c) Windows BMP
 - (d) Macintosh PAINT. [4+4+4+4]
2. Write in detail about Quantization and transmission of audio signals. [16]
3. (a) What do you mean by dynamic clAction Scripts? Explain.
(b) Write about different dynamic classes in ACTION SCRIPT 2.0. [4+12]
4. Differentiate overloading and overriding. Give an example program for overriding. [16]
5. Explain the following questions.
 - (a) How to creating avatar instances.
 - (b) The duality of movie clip subclasses.
 - (c) How to linking avatar symbol to the avatar class. [6+5+5]
6. (a) Explain about 2D-Haar Transform?
(b) Explain about what are the important properties of Huffman Coding?
(c) Explain about uniform scalar quantization? [5+6+5]
7. (a) Compare audio compression techniques in detail?
(b) Explain video compression techniques? [8+8]
8. (a) Write the characteristics of multimedia networks communications?
(b) What is the idea behind DMIF (Delivery multimedia integration framework) in MPEG-4? [8+8]

Code No: N0524/R07

Set No. 3

IV B.Tech I Semester Supplementary Examinations, March 2013
MULTIMEDIA AND APPLICATION DEVELOPMENT
(Common to Computer Science & Engineering, Information Technology
and Computer Science & Systems Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Briefly explain why we need to be able to have less than 24 bit color and why this makes a problem.
(b) Explain how to transform 24 bit color values to 8 bit ones. [8+8]
2. (a) Write about signal-to-Quantization-Noise Ratio.
(b) If sound card is 8-bit then what is the best SQNR it can achieve? Explain. [8+8]
3. (a) What is the purpose of Action Script?
(b) Write features of Action Script. [8+8]
4. (a) Explain when to use composition over inheritance.
(b) Explain the following briefly
i. Is - A relation
ii. Has - A relation
iii. Uses - A relation. [10+6]
5. (a) Initializing avatar instances.
(b) Flash document.
(c) Duality of movie clip subclasses. [6+5+5]
6. (a) Discuss about RLC?
(b) Write short notes on the idea behind vector quantization?
(c) Write a short notes on lossless JPEG? [5+5+6]
7. (a) What is MPEG-7 ? Explain about Description Schemes of MPEG-7?
(b) What was padding introduced in MPEG-4 VOP-based Coding? Name some Potential problems of padding. [8+8]
8. (a) Write the multimedia applications?
(b) Write short notes on real time streaming protocol (RTSP). [8+8]

Code No: N0524/R07

Set No. 4

IV B.Tech I Semester Supplementary Examinations, March 2013
MULTIMEDIA AND APPLICATION DEVELOPMENT
(Common to Computer Science & Engineering, Information Technology
and Computer Science & Systems Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. What is the simplest way to quantize an 8 bit gray scale image down to just 2 bits of accuracy? Explain. [16]
2. What are the most salient differences between ordinary TV and HDTV? What was the main importance for the development of HDTV. [16]
3. Explain runtime support for type casting in ACTION SCRIPT. [16]
4. Define Package. Write need and syntax of package with an example. [16]
5. (a) Explain about the exported flash movie.
(b) Explain about currency converter application overview.
(c) What is avatar explain? [6+5+5]
6. (a) Discuss about RLC?
(b) Write short notes on the idea behind vector quantization?
(c) Write a short notes on lossless JPEG? [5+5+6]
7. (a) Discuss the advantage of using an algebraic code book in CELP Coding?
(b) Explain about VOP Based coding verses frame based coding in MPEG-4? [8+8]
8. (a) Explain about DMIF (Delivery multimedia integration framework) in MPEG-4?
(b) Write the issues of buffer management? [8+8]
