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

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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]

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Code No: N0524/R07 **Set No. 2**

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MULTIMEDIA AND APPLICATION DEVELOPMENT
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Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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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]

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Code No: N0524/R07 **Set No. 3**

IV B.Tech I Semester Supplementary Examinations, March 2013
MULTIMEDIA AND APPLICATION DEVELOPMENT
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Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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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 Potentional problems of padding. [8+8]
8. (a) Write the multimedia applications?
   (b) Write short notes on real time streaming protocol (RTSP). [8+8]

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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

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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]

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