

Code No: N0524/R07

Set No. 1

IV B.Tech I Semester Regular Examinations, November 2012
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) Write briefly about Extensible Markup Language.
(b) Write about Synchronized Multimedia Markup language. [8+8]
2. (a) Explain all three phases in compression scheme.
(b) Explain pulse code modulation in speech compression. [6+10]
3. Write a program in ACTION SCRIPT to display a triangle by taking input as base and height. [16]
4. What is inheritance? Give an example program for inheritance in AS. [16]
5. (a) Explain about the document timeline.
(b) Explain about movie clip subclasses. [8+8]
6. (a) What are the advantages of Adaptive Huffman coding compared to the original Huffman coding algorithm?
(b) Describe 2D-Discrete wavelet transform. [8+8]
7. (a) Explain motion compensation in MPEG-1?
(b) Compare MELP (Multi band excitation) with LPC (linear Predictive coding) speech compression? [8+8]
8. (a) Write short notes on resource reservation protocol (RSVP)?
(b) Explain about transport of MPEG-4? [8+8]

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1. Explain the following image data types
 - (a) 24 - Bit color Images
 - (b) 8 - Bit color Images [8+8]
2. Write about PCM signal encoding and decoding. [16]
3. Write different problems that can arise when a type is casting to
 - (a) String
 - (b) Number
 - (c) Date
 - (d) Array. [4+4+4+4]
4. Write a program in Action Script by considering square as super class and cube as sub class of square by considering necessary properties and methods. [16]
5.
 - (a) Explain about avatar class instance methods and explain one method with example.
 - (b) Explain about the class constructor.
 - (c) Explain about currency converter application overview. [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 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) Draw the block diagram for network protocol structure for internet telephone and the Advantages?
 - (b) Compare OSI and TCP/IP protocol architectures? [8+8]

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Set No. 3

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1. (a) Write the difference between YUV color model with YIQ color model.
 (b) Suppose images are not gamma corrected by a camcorder. Generally, how they would appear on the screen? [8+8]
2. Briefly explain the following:
 - (a) Chroma signal
 - (b) Quadrature signal
 - (c) How Q signal can extracted from the NTSC chroma signal. [5+5+6]
3. (a) Write about static checking. Give examples
 (b) Consider the following ACTION SCRIPT 1.0 code

```
var a = 5 ;
a = " Hello World" ;
```

 Comment on above program. [10+6]
4. (a) What is the need for finally block in exception handling?
 (b) Explain flow of control when you have finally block in exception handling mechanism. [8+8]
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) Compare zero tree data structure with successive approximation quantization.
 (b) Explain about LZW compression and decompression. [8+8]
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) Compare OSI with TCP/IP Reference Model?
 (b) What is the main idea behind RTSP (Real Time Streaming Protocol)? [8+8]

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Set No. 4

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Max Marks: 80

Answer any FIVE Questions
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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. (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]
3. Write about the following methods in ImageViewer class.
 - (a) loadImage()
 - (b) setImageClip()
 - (c) setTargetClip()
 - (d) setTargetClip() . [4+4+4+4]
4. (a) Write disadvantages of nested exceptions.
(b) Write a small notes on exception performance issues. [10+6]
5. (a) Explain about the exported flash movie.
(b) Explain how to handling component events.
(c) Explain about avatar symbol movie clip. [5+6+5]
6. (a) Explain in Detail about variable length coding.
(b) Discuss why we go for transform coding. [12+4]
7. Explain about
 - (a) Channel Vocoder
 - (b) Static texture coding. [8+8]
8. (a) Write the parameters of quality of service?
(b) Write short notes on Mbone (The Internet Multicast Backbone). [8+8]
