

CS 09 L15-MULTIMEDIA

(2009 Admissions)

Time: Three Hours

Maximum: 70 Marks

## Part A (Short Answer Questions)

Answer all questions. (One / two sentence)

- 1. How can we achieve computer supported integration in multimedia systems?
- 2. What is video on demand? List its types.
- 3. Draw a diagram that depicts the negotiation in QoS broker.
- 4. Which toolkits are used to control audio and video data processing?
- 5. What is user interface?

 $(5 \times 2 = 10 \text{ marks})$ 

## Part B (Analytical / Problem Solving Questions)

Answer any four questions.

- 6. Explain the elements of document architecture with its functions.
- 7. What are the possibilities for using Ethernet for audio and video transmission? Describe it.
- 8. How we can implement interaction between analog and digital environment?
- 9. Dead line: 3, 3, 2, 3, 2, 1, 1, 2, 1

Block number: 24, 30, 16, 50, 42, 45, 12, 40, 22

All the blocks are located between the actual position of the head and the maximum track number 100 on the disk (scan in forward direction). Use SCAN-EDF algorithm for disk scheduling.

- 10. Explain the requirements that are needed for designing a user-friendly interface.
- 11. Explain the components of a distributed multimedia application.

 $(4 \times 5 = 20 \text{ marks})$ 

## Part C (Descriptive/Analytical/Problem solving questions)

Answer all questions.

12. (A) How do you achieve synchronization in distributed environment? Briefly explain the steps involved in it.

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- (B) Write the application that use multimedia to bring a different and more involved entertainment experience.
- 13. (A) With a neat diagram, explain the Interfacing components of a sound blaster card.

Or

- (B) Which device acts as a heart of any MIDI system and explain how information is transmitted between MIDI devices.
- 14. (A) What are the measures for video signal representation. Explain in detail.

Or

- (B) Explain in detail how MPEG is used to compress both audio and video. Also give the respective data streams.
- 15. (A) Explain the concepts of EDF and Rate Monatomic scheduling algorithms in detail. Differentiate these algorithms in terms of context switches and processor utilization with diagrams by considering the following:-

Or

(B) How group communication is performed in centralized or distributed control in multimedia computer co-operative work (CSCW). Explain its architecture.

 $(4 \times 10 = 40 \text{ marks})$