

**B.TECH. SEM -V (COMPUTER) 2014 COURSE (CBCS) : WINTER -
2017**

SUBJECT: Elective I: 1) MULTIMEDIA & MOBILE APPLICATION

Day: **Saturday**
Date: **20/01/2018**

Time: **02.30 PM TO 05.30 PM**
Max. Marks: **60**

W-2017-2130

N.B.:

- 1) All questions are **COMPULSORY**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat diagram **WHEREVER** necessary.
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Q.1 Define multimedia system. Describe various building blocks of [10]
multimedia system.

OR

Explain working of real-time streaming protocol. Justify necessity of streaming protocols in multimedia application?

Q.2 Describe in detail the concept of data compression. Illustrate with [10]
example LZW compression algorithm in detail.

OR

Explain in detail Portable Document file format and Graphics Image file format.

Q.3 Identify and explain with reason the various input and output devices used [10]
in strategy games like Age of Empire.

OR

Draw a neat diagram and explain architecture of multimedia database system.

Q.4 Explain the concept of virtual reality and discuss in detail the devices used [10]
in virtual environment.

OR

Describe the concept and need of Authoring tool. List and explain various stages involved in developing a video player using an authoring tool.

Q.5 Describe in detail a QoS layered model for multimedia communication [10]
system.

OR

List and explain different video broadcasting standards.

Q.6 Explain debugging process of an Android application. Illustrate the [10]
variety of errors that can be tracked using the debugging process.

OR

Discuss in detail challenges in developing of an Android application.