

**B.E., DEGREE EXAMINATIONS: MAY/JUNE 2013**

Sixth Semester

**COMPUTER SCIENCE AND ENGINEERING**

CSE 118: Multimedia Systems

**Time: Three Hours**

**Maximum Marks: 100**

**Answer all the Questions:-**

**PART A (10 x 1 = 10 Marks)**

1. Surrogate travel is the ability to \_\_\_\_\_
  - a) At least partially experience the effects of travel without actually incurring the time, expense, hassle, or hardships of actually making the trip yourself.
  - b) Fully experience the effects of travel without actually incurring the time, expense, hassle, or hardships of actually making the trip yourself Employees
  - c) Fully experience the effects of travel with actually incurring the time, expense, hassle, or hardships of actually making the trip yourself Employees
  - d) At least partially experience the effects of travel with actually incurring the time, expense, hassle, or hardships of actually making the trip yourself.
  
2. A \_\_\_\_\_ system starts by breaking speech down into a parametric representation.
  - a) Speech recognition
  - b) Speech production
  - c) Speech synthesis
  - d) Text -to -speech
  
3. \_\_\_\_\_ standard will deliver acceptable video quality at compressed data rates between 1.0 and 1.5 Mbps.
  - a) JPEG
  - b) MPEG
  - c) DVI
  - d) ITU - T
  
4. \_\_\_\_\_ is a multimedia application toolkit which provides a continuous media player with scheduling controls for the application.
  - a) Quick time
  - b) Tactus
  - c) Athena Muse
  - d) ICM
  
5. ADPCM is a \_\_\_\_\_
  - a) Transform Coding Technique
  - b) Statistical Coding Technique
  - c) Predictive Coding technique
  - d) Interpolative technique
  
6. The Lancaster CMSS use \_\_\_\_\_ scheduling
  - a) Circular
  - b) Round robin
  - c) Preemptive
  - d) FCFS
  
7. FRS stands for
  - a) Frequency relay service
  - b) Frame resistive service
  - c) Frame relay service
  - d) None of the above



**(OR)**

- b) (i) Write a note on Design Paradigms and User interfaces. (7)
- (ii) Explain the barriers to widespread use of authoring and presentation system. (7)

- 24. a) (i) Explain the architecture for Network based multimedia services. (7)
- (ii) Write a detailed note on MHEG. (7)

**(OR)**

- b) (i) What is Real –time interchange? Write a detailed note on File format techniques for supporting real –time interchange. (7)
- (ii) Explain in detail about the Multimedia Conferencing Architectures. (7)

- 25. a) (i) Explain about the Architecture of Team Workstation with neat block diagram. (7)
- (ii) Write a detailed note on Seams and Design approaches. (7)

**(OR)**

- b) Explain the HDTV, ATV standards in detail.

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