

19. (a) What is the difference between LAN and WAN?

Or

- (b) What is meant by layers of networking? Explain.
20. (a) Explain abstraction in programming with example.

Or

- (b) Explain media composition with example.

SECTION C — (3 × 10 = 30)

Answer any THREE questions.

21. Explain Applications of Multimedia in detail with examples.
22. Explain in detail about 3D animation modeling.
23. Explain in detail Multimedia Operating System.
24. What is multimedia communication? Explain Multimedia networks in detail.
25. Explain in detail about multimedia applications with suitable examples.

S.No. 6794

P 22 ITVAC 1

(For candidates admitted from 2022–2023 onwards)

M.Sc. DEGREE EXAMINATION, NOVEMBER 2023.

Information Technology — Value Added Course

MULTIMEDIA AND ANIMATION

Time : Three hours

Maximum : 75 marks

SECTION A — (20 marks)

Answer ALL questions.

- I. (A) Choose the correct answer: (5 × 1 = 5)
1. Which of the following is a component of multimedia?
- (a) Text (b) Images
- (c) Audio (d) All of these
2. Which of the following is audio file format?
- (a) mpeg-3 (b) tiff
- (c) jpeg (d) gif

3. Data compression means to _____ the file size.

- (a) Increase
- (b) Decrease
- (c) Increase and decrease
- (d) None of the above

4. Which type of topology is best suited for large businesses which must carefully control and coordinate the operation of distributed branch outlets?

- (a) Ring
- (b) Local area
- (c) Hierarchical
- (d) Star

5. Which of the following is not a user interface design process?

- (a) User, task, and environment analysis and modeling
- (b) Interface design
- (c) Knowledgeable, frequent users
- (d) Interface validation

(B) Fill in the blanks: (5 × 1 = 5)

6. MPEG stands for _____.

7. Audio that represented as a series of binary numbers is called _____.

8. _____ is the collection of multimedia elements displayed on a computer screen for user interaction.

9. A computer that connects to the internet is called _____.

10. A wired network that is found in a single building is called _____.

II. Answer ALL questions: (5 × 2 = 10)

11. What are the main uses of multimedia?

12. What is animation software?

13. Why is the importance of data compression?

14. What is the purpose of networking?

15. Define user interface.

SECTION B — (5 × 5 = 25)

Answer ALL questions, choosing either (a) or (b).

16. (a) Explain the components of Multimedia.

Or

(b) Explain the function of multimedia resources in global communication.

17. (a) What are the components of sound?

Or

(b) What is video and explain its types?

18. (a) What is data compression and its types?

Or

(b) Explain JPEG compression in multimedia.