

S.B. Roll No.....

**MULTIMEDIA SYSTEM DESIGN**  
**5<sup>TH</sup>/6<sup>TH</sup> COMP/IT/CSE/6200/7062/2016/Nov' 2016**

**Duration: 3 Hrs.**

**Max Marks: 75**

**SECTION –A**

**Q1. DO as Directed:**

**10x1.5 =15**

- a. GUI stands for\_\_\_\_\_.
- b. JPEG stands for\_\_\_\_\_.
- c. Two types of keyboard interface are \_\_\_\_\_ and \_\_\_\_\_.
- d. Inkjet Printers is Impact Printers. (T/F)
- e. LCD stands for \_\_\_\_\_.
- f. \_\_\_\_\_ are Concrete Statements describing what the project is trying to achieve.
- g. \_\_\_\_\_ is also known as non Interactive class.
- h. Crop Tool helps to select the particulars part of picture. (T/F)
- i. Differentiate between sampling size and sampling rate.
- j. Define Resolution.

**SECTION-B**

**Q2. DO ANY FIVE QUESTIONS:**

**5x6 =30**

1. Write hardware and Software requirements of a Multimedia system.
2. Explain the concept of stage and cast window in director.
3. Explain Audio and video file formats.
4. Write various steps for Multimedia Project Planning.
5. Define Animation and Explain techniques of Animation.
6. Explain the working of LASER printer.
7. List various display devices and explain one of them.

**SECTION-C**

**DO ANY TWO QUESTIONS:**

**15x2 =30**

- Q3. Define Multimedia and explain different types of Multimedia Applications.
- Q4. Explain different types of Authoring programs.
- Q5. (a) What is compression and explain the formats of lossy and lossless compression.  
(b) Explain Image Capturing Devices.