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CS-66

BACHELOR OF COMPUTER APPLICATIONS (BCA) (Pre-Revised)

Term-End Examination

June, 2015

01093

CS-66: MULTIMEDIA

Time: 2 hours Maximum Marks: 60

Note: Question number 1 is compulsory and carries 30 marks. Attempt any three questions from the rest.

- 1. (a) Explain the role of graphics as
 - Background
 - Pictures/photographs
 - Charts of different kinds

in multimedia applications. List their resources. List the major issues that you should consider while using different kinds of information.

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- (b) Explain the following terms in the context of hypertext with the help of one example:
 - (i) Node
 - (ii) Links
 - (iii) Annotations
 - (iv) Trials

	(c)	or Roadways industry.	6
	(d)	What are the different media that can be used for distribution of multimedia applications?	4
	(e)	Create an outline of multimedia contents for teaching operators in C programming.	4
2.	Describe the following stages of multimedia development with the help of an example each:		10
	(a)	Developing a logic flow-chart	
	(b)	Creating a button details template	
	(c)	Copyright issues of multimedia contents	
3.	(a)	Why do you need an authoring software? Explain the characteristics of any one authoring software.	6
	(b)	Explain the meaning of "Cross platform capability" and "Run-time player for distribution" in the context of authoring software.	4
4.	Give the advantages/shortcomings of multimedia in the context of the following applications/processes:		10
	(a)	Collaboration	
	(b)	Learning	
	(c)	Real-time communication	
	(d)	Deferred communication	
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- **5.** Explain the following in the context of multimedia and its applications:
 - (a) Animation
 - (b) Audio Compression
 - (c) JPEG and MPEG
 - (d) Graphics Acceleration