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Brainware University
Barasat, Kolkata -700125

Term End Examination 2025-2026
Programme – Dip.CSE-2023
Course Name – Multimedia Technologies
Course Code - DCSE-PE501B
(Semester V)

Full Marks : 60 **Time : 2:30 Hours**

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A

(Multiple Choice Type Question) 1 x 15=15

1. *Choose the correct alternative from the following :*

(i) Select the element that provides interactivity in multimedia.
a) Hypertext b) RAM
c) CD-ROM d) Mouse

(ii) Identify the term for a multimedia project that runs without user interaction.
a) Hypermedia b) Non-linear
c) Linear d) Dynamic

(iii) Choose the correct role of a multimedia database.
a) Storing only text b) Processing numeric data
c) Managing multimedia content d) Performing calculations

(iv) Select the key characteristic of multimedia content.
a) Static b) Single format
c) Multiple formats d) Text-only

(v) Identify the feature of evolving multimedia technologies.
a) Static screens b) Improved interactivity
c) Decreased performance d) Use of floppy disks

(vi) Choose a common format used in multimedia systems.
a) .HTML b) .exe
c) .docx d) .bin

(vii) Choose the type of compression used in MP3 audio.
a) Lossless b) Reversible
c) Lossy d) Hybrid

(viii) Select the image compression method suitable for binary images.
a) Huffman b) Run-Length Encoding (RLE)
c) JPEG d) MPEG

(ix) Identify the standard used for video compression.
a) MP3 b) MIDI

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c) MPEG d) TIFF

(x) Choose the full form of TIFF.

a) Tagged Image File Format b) Text Image File Format
c) Technical Interface Format File d) Tagged Interface for Fonts

(xi) Select the correct statement about lossy compression.

a) It allows exact recovery of data b) It results in larger file sizes
c) It removes some data permanently d) It is never used in multimedia

(xii) Select the compression scheme that uses frame differences in video.

a) JPEG b) MPEG
c) RTF d) TWAIN

(xiii) Choose the full form of RIFF.

a) Raw Image File Format b) Raster Information File Format
c) Resource Interchange File Format d) Rendered Image File Format

(xiv) Identify the technology that allows direct hand-drawn input.

a) Keyboard b) OCR
c) Pen Input d) Mouse

(xv) Choose the display device that provides visual output.

a) Microphone b) Scanner
c) Monitor d) Printer

Group-B

(Short Answer Type Questions) 3 x 5=15

2. Describe any three real-life applications of multimedia. (3)
3. Describe the role of Discrete Cosine Transform (DCT) in image compression. (3)
4. Evaluate the impact of compression on multimedia quality. (3)
5. Analyze the importance of digital voice input in multimedia. (3)
6. Evaluate the effectiveness of multimedia authoring tools. (3)

OR

Analyze the structure of hypermedia messaging. (3)

Group-C

(Long Answer Type Questions) 5 x 6=30

7. Analyze the impact of evolving technologies on multimedia system performance. (5)
8. Describe the steps in JPEG compression and its benefits. (5)
9. Compare Various Audio Compression Formats like MP3, MIDI, and WAV (5)
10. Explain the application of multimedia in e-learning environments. (5)
11. Explain multimedia integration challenges in modern web applications. (5)
12. Evaluate multimedia authoring tools used in content development. (5)

OR

Analyze user interface design principles in multimedia applications. (5)

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