

Roll No.....

Total No. of Sections : 03

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Code No. : C-397

Annual Examination - 2018

B.C.A. Part-III

BCA-305

MULTIMEDIA TOOLS AND APPLICATIONS

Max.Marks : 50

Time : 3 Hrs.

Min.Marks : 20

Note : Section 'A', containing 10 very short-answer-type questions, is compulsory. Section 'B' consists of short answer type questions and Section 'C' consists of long answer type questions. Section 'A' has to be solved first.

Section - 'A'

Answer the following very short-answer-type questions in one or two sentences : (1 × 10=10)

- Q.1 Write the full form of RTF.
- Q.2 What is vector?
- Q.3 Define frequency.
- Q.4 What is the effect of resolutions on animation?
- Q.5 What is Analog Video?
- Q.6 Name the various Video Compression Techniques.
- Q.7 Write the testing of product.
- Q.8 Name the various formats of DVDs.
- Q.9 Define broadband technology.
- Q.10 What is Image map?

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(2)

Code No. : C/397

Section - 'B'

Answer the following short-answer-type questions with word limit 150-200 : (3 5=15)

Q.1 Write the scope of multimedia in various fields.

OR

Write the features and limitation of BMP.

Q.2 Write the basics of digital sound.

OR

Write the principle of animation in multimedia.

Q.3 Define interlacing and non-interlacing.

OR

What are graphics accelerator cards?

Q.4 How DVDs differs from CDs?

OR

Explain Multimedia authoring tools.

Q.5 What is meant by hyperlink and Hypertext? Explain.

OR

Explain MPEG format.

Section - 'C'

Answer the following long-answer-type questions with word limit 300-350 : (5 5=25)

Q.1 Differentiate between bitmap and vector drawing?

OR

Explain the concept of OLE in multimedia?

Q.2 Differentiate between Analog and Digital sound?

(3)

Code No. : C/397

OR

What do you understand by MP3 and MP4 sound format? Explain in detail.

Q.3 Describe any two video capturing tools in multimedia with their characteristics.

OR

Describe NTSC, HDTV and SECAM.

Q.4 Write all the necessary steps for testing the product.

OR

Explain the planning and distribution of multimedia project in detail.

Q.5 Write the differences between dynamic and embedded font technology.

OR

Discuss the virtual reality on the web in detail.

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