INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)
Dundigal, Hyderabad - 500 043

INFORMATION TECHNOLOGY

ASSIGNMENT QUESTIONS

Course Name	**:**	**Multimedia and Rich Internet Applications**
Course Code	**:**	A80547
Class	**:**	IV B. Tech II Semester
Branch	**:**	Information Technology
Year	**:**	2018 – 2019
Course Faculty	**:**	Ms. Y Harika Devi, Assistant Professor, IT

OBJECTIVES

To meet the challenge of ensuring excellence in engineering education, the issue of quality needs to be addressed, debated and taken forward in a systematic manner. Accreditation is the principal means of quality assurance in higher education. The major emphasis of accreditation process is to measure the outcomes of the program that is being accredited.

In line with this, Faculty of Institute of Aeronautical Engineering, Hyderabad has taken a lead in incorporating philosophy of outcome based education in the process of problem solving and career development. So, all students of the institute should understand the depth and approach of course to be taught through this question bank, which will enhance learner's learning process.

S. No	QUESTION	Blooms Taxonomy Level	Course Outcome
UNIT-1 **Fundamental concepts in Text and Images**			
S. No	**QUESTION**	**Blooms Taxonomy Level**	**Course Outcome**
1.	Define multimedia? List various components of multimedia.	Remember	1
2.	State about color models in images and video.	Understand	1
3.	Elaborate fundamental concepts in text and images with examples.	Remember	1
4.	Explain graphics and image data representation and also their data types.	Understand	1
5.	State multimedia software tools.	Remember	1
6.	Differentiate between hypermedia and multimedia.	Understand	1
7.	Discuss HTTP protocol? Explain WWW languages.	Understand	2
8.	Define multimedia? Explain the roles in internet environment.	Remember	2
9.	Discuss in detail about color lookup tables.	Understand	2
10.	Explain the following. (a) Color-matching function and color monitor specifications. (b) Munsell color naming system.	Understand	2

S. No	QUESTION	Blooms Taxonomy Level	Course Outcome
	UNIT-II **Fundamental concepts in Video and digital audio and Multimedia Data Compression**		
1.	Discuss types of video signals with example.	Understand	3
2.	Define the following. (a) Analog video. (b) Digital video.	Remember	3
3.	Elaborate on different types of video signals.	Understand	3
4.	Discuss MIDI technology.	Remember	3
5.	Explain the basic compression principles of text and image.	Understand	4
6.	Discuss Concept of multimedia data compression?	Understand	4
7.	Discuss Lossless compression and Lossy compression algorithms with examples.	Remember	4
8.	Explain image compression standards.	Understand	4
9.	Discuss the following , (a) Chroma signal. (b) Quadrature signal.	Remember	4
10.	Explain the advantages of interlaced video? What are some of its problems.	Remember	5
	UNIT-III **Basic Video Compression techniques, Case study and Web 2.0**		
1.	Discuss about MPEG audio compression.	Remember	5
2.	Explain compression methods for text, image and audio.	Understand	5
3.	Discuss video compression techniques with one example.	Understand	5
4.	Explain MPEG-audio compression techniques with a case study example.	Remember	5
5.	Elaborate video compression techniques with one example.	Understand	6
6.	Discuss about, (a) XML (b) VoIP (c) JSON (d) RSS (e) Atom	Understand	6
7.	Define web 2.0. Explain the applications of web 2.0.	Remember	6
8.	Explain the following. (a) Social networking (b) Social media. (c) Social Marking.		7
9.	Discuss web 2.0 monetization and business models.	Understand	7
10.	Explain about Rich Internet Applications.	Remember	7
	UNIT-IV **Rich Internet Applications(RIAs) with Adobe Flash and Rich internet Applications (RIAs) with Flex 3**		
1.	Discuss Adobe Flash with an example suitable to it.	Understand	7
2.	Explain Various steps in developing a Rich Internet Applications (RIAs) with adobe flash. Illustrate with an example.	Understand	7
3.	Discuss briefly about Rich Internet Applications (RIAs) with adobe flash.	Remember	7
4.	Define Adobe flash? Describe different types of tools used in Flash.	Understand	7
5.	Discuss how do you create and publish your flash movie. Explain with an example.	Remember	8
6.	Discuss in detail the flash movie development environment.	Remember	8
7.	List the steps for creating an interactive, animated button.	Understand	8

S. No	QUESTION	Blooms Taxonomy Level	Course Outcome
8.	Explain the process of creating a shape with oval tool.	Remember	8
9.	Discuss in brief about, (a) Adding text to a button (b) Converting a shape into a symbol	Understand	8
10.	Discuss the following, (a) Editing button symbols (b) Adding key frames	Remember	8
	UNIT-V **Ajax-Enabled Rich Internet Application**		
1.	Define is Ajax? Why it is important for building rich internet application.	Understand	8
2.	Compare traditional web applications with Ajax applications.	Remember	8
3.	Explain Dojo Toolkit. Explain an application using Dojo Toolkit.	Remember	9
4.	Discuss about classic XHTML form and Ajax enabled forms.	Understand	9
5.	Discuss in brief about Evaluation of Ajax.	Understand	9
6.	Explain how XML Http Request object is used for creating and managing asynchronous requests.	Remember	9
7.	List and explain the properties and methods of XML Http Request object.	Understand	10
8.	Write and explain in detail an XML code for a student address-book application that communicates with a server-side application.	Remember	10
9.	Discuss in detail about JSON.	Remember	10
10.	Discuss the steps for creating calendar Application with Dojo Tool kit.	Remember	10

Prepared by:

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