Multimedia Technology

Multiple Choice Questions & Answers:-

1. A video consists of a sequence of

Frames.

Signals.

Packets.

Slots.

Ans.A

2. If frames are displayed on screen fast enough, we get an impression of

Signals.

Motions.

Packets.

Bits.

Ans.B

3. H.323 uses G.71 or G.723.1 for

Compression.

Communication.

Controlling.

Conferencing.

Ans.A

4. To receive signal, a translator is needed to decode signal and encode it again at a

High Quality.

Lower Quality.

Same Quality.

Bad Quality.

Ans.B

5. Session Initiation Protocol (SIP), is very

Independent.

Flexible.

Important.

Layered.

Ans.B

6. Establishing a session in Session Initiation Protocol (SIP), requires a three-way

Protocols.

System.

Ports.

Handshake.

AnsD

7. Moving Picture Experts Group (MPEG) is used to compress

Frames.

Images.

Audio.

Video.

AnsD

8. A combination of an encryption algorithm and a decryption algorithm is called a

plain text.

cipher.

original text.

shift cipher.

AnsB

9. Most common compression technique that is used to create CD-quality audio is based on perceptual encoding technique is called

Predictive Encoding.

Perceptual Encoding.

MPEG.

JPEG.

AnsB

10. In Audio and Video Compression, each frame is divided into small grids, called picture elements or

Frame.

Packets.

Pixels.

Mega Pixels.

Ans.C

11. Streaming stored audio/video, files are compressed and stored on a

IP.

Server.

Domain.

Internet.

Ans.B

12. Live streaming is still using Transmission Control Protocol (TCP), and multiple unicasting instead of

Unicasting.

Multicasting.

Layered Control.

Protocol Control.

Ans.B

13. Moving Picture Experts Group (MPEG-2), was designed for high-

quality DVD with a data rate of

3 to 6 Mbps.

4 to 6 Mbps.

5 to 6 Mbps.

6 to 6 Mbps.

Ans.A

14. Joint Photographic Experts Group (JPEG) is used to compress

Music.

Pictures.

Images.

Frames.

Ans.C

15. Real-time traffic needs support of

Unicasting.

Multicasting.

Layered Control.

Protocol Control.

Ans.B

16.We can divide audio and video services into

1 broad categories.

2 broad categories.

3 broad categories.

4 broad categories.

Ans.C

17. In Video Compression, an independent frame that is not related to any other frame is called

B-Frame.

C-Frame.

I-Frame.

P-Frame.

Ans.C

18.. RTP uses a temporary even-numbered

RTCP.

SMTP.

UDP port.

None.

Ans.C

19. HTTP client accesses Web server by using the

SEND message.

GET message.

AUTO receive message.

None.

Ans.B

20. In Joint Photographic Experts Group (JPEG), a gray scale picture is divided into blocks of

5 X 5 pixels.

6 X 6 pixels.

7 X 7 pixels.

8 X 8 pixels.

Ans.D

21. MP3 produces three data rates from 96 Kbps to

128 Kbps.

164 Kbps.

256 Kbps.

320 Kbps.

Ans.B

22. For Music, we need to compress digitize signals at

1.41 I-MHz.

1.42 I-MHz.

1.45 I-MHz.

1.48 I-MHz.

Ans.A

23. Sometimes real-time traffic needs

Organization.

Traffic.

Channelizing.

Translation.

Ans.D

24. In Real-Time Transport Protocol (RTP), source periodically sends a source description message to give additional infonnation about

Others.

Itself.

Protocols.

Packets.

Ans.B

25. Audio compression can be used for

Speech or Music.

Voice and Data.

Picture and Colors.

Video and Voice.

Ans.A

26. In Real Time Interactive Audio Video, conferencing requires two way communication between

receivers and senders.

Packet to Frames.

Pixels to Packets.

Frames to Pixels.

Ans.A

27. In Real Time Interactive Audio Video, Jitter is introduced in real-time data by delay between

Frames.

Layers.

Pixels.

Packets.

Ans.D

28. Session Initiation Protocol (SIP), has a mechanism that finds the

Domain.

Way.

IP Address.

Terminal.

Ans.C

29. In Audio and Video Compression, voice is sampled at 8000 samples per second with

5 bits per sample.

6 bits per sample.

7 bits per sample.

8 bits per sample.

Ans.D

30. In Voice Over IP, Term SIP stands for

Session Initiation Protocol.

Session Initiation Port.

Session Initiation Path.

Session Initiation Packet.

Ans.A

31. In eal-Time Transport Protocol (RTP), A source sends a bye message to shut down a

System.

Frames.

IP.

Stream.

Ans.D

32. In Audio and Video Compression, term RBG expresses

Red, Blue, Green.

Red, Black, Grey.

Rate, Bit, Giga bit.

Red, Bluish, Greyish.

Ans.A

33. To perform tracking of an IP, Session Initiation Protocol (SIP), uses concept of

Registration.

Termination.

Streaming.

Translation.

Ans.A

34. A simple session using Session Initiation Protocol (SIP), consists of

three modules: establishing, communicating, and

Transmission.

System.

Streaming.

Terminating.

Ans.D

35. Real-time traffic needs support of

multicasting.

Translation.

integration.

security.

Ans.A

36. Session Initiation Protocol (SIP), is designed to be independent of underlying

Linear Layer.

Lower Layer.

Transport Layer.

Protocol Layer.

Ans.C

37. In lowest resolution a color frame is made of

1024 x 768 pixels.

800 X 600 pixels.

1152 X 864 Pixels.

1280 X 1080 pixels.

Ans.A

38. In Real Time Interactive Audio Video, data are stored in buffer at a

possibly variable

Pixels.

Packets.

Rates.

Bytes.

Ans.C

39. In Real Time Interactive Audio Video, to prevent jitter, we can time-stamp packets and separate arrival time from the

Frame Time.

Playback Time.

Pixels Time.

Packet Time.

Ans.B

40. Real-time Transport Protocol (RTP) is protocol designed to handle

real-time traffic on the

Frames.

Internet.

IP.

Protocol.

Ans.B

41. In Session Initiation Protocol (SIP), session can be terminated with a

OK Message.

Bye Message.

Terminate Message.

Quit Message.

Ans.B

42. In Session Initiation Protocol (SIP), session can be terminated with a

OK Message.

Bye Message.

Terminate Message.

Quit Message.

Ans.B

43. RTCP stands for

Real-time Transport Control Program.

Real-time Transport Control Packet.

Real-time Transport Control Protocol.

Real-time Transport Control Path.

Ans.C

44. A compressed audio/video file can be downloaded as a

Image.

Video.

Frame.

Text file.

Ans.D

45. When a caller needs to communicate with callee, caller can use e-mail address instead of IP address in the

OK Message.

Bye Message.

INVITE Message.

Great Message.

Ans.C

46. In Real Time Interactive Audio Video, a sequence number on each packet is required for

real-time traffic.

real-time Playback.

real-time pixels.

real-time frames.

Ans.A

47. Before audio or video signals can be sent on Internet, they need to be

Channelized.

Managed.

Digitized.

Organized.

Ans.C

48. For speech, we need to compress digitize signals at

128 Khz.

256 Khz.

64 Khz.

1152 Khz.

Ans.C

49. Moving Picture Experts Group (MPEG-1), was designed for a

PC.

CD.

DVD.

Floppy.

Ans.B

50. Perceptual encoding is based on science of

Frames.

Music.

Rhythm.

psychoacoustics.

Ans.D

51. Media player uses URL in metafile to access media server to

download file.

Upload file.

Stored The File.

Stream file.

Ans.A

52. In Real Time Interactive Audio Video, mixing means combining several streams of traffic into

1 Stream.

2 Stream.

3 Stream.

4 Stream.

Ans.A

53. According to Nyquist theorem, if highest frequency of signal is f, we need to sample signal

19 Times/Sed.

20 Times/Sed.

21 Times/Sed.

22 Times/Sed.

Ans.C

54. In temporal compression, redundant frames are

Channelized.

Organized.

Digitized.

Removed.

Ans.D

55. Primary Colors for Color TV are

Blue, White, Black.

Red, Green, Yellow.

Red, Green, Black.

Red, Green, Blue.

Ans.D

56. Multilevel Amplitude Shift Keying (MASK) is not implemented with pure Amplitude Shift Keying (ASK), it is implemented with

QAM.

PSK.

FSK.

Binary ASK.

Ans.A

57. In a constellation diagram, a signal element type is represented as a

Dot.

line.

x component.

y component.

Ans.A

58. Term that refers to phase continues through boundary of two signal elements is

non coherent BFSK.

coherent BFSK.

Binary ASK.

Multilevel ASK.

Ans.B

59. Example of an analog to analog conversion is

radio.

Video.

Television.

internet.

Ans.A

60. Total bandwidth required for Amplitude Modulation (AM) is

2B.

2(1 + ?)B..

2L.

2F.

Ans.A

61. AM stations are allowed carrier frequencies anywhere between

5-10KHz.

50-100KHz.

250-1000KHz.

530- 1700 kHz.

Ans.D

62. Analog-to-analog conversion can be accomplished in

one way.

three ways.

two ways.

four ways.

Ans.B

63. Term that is used to compose matrix of pixel is

Number.

Image.

Video.

Audio.

Ans.B

64. Parameter that refers to recording and broadcasting of picture is

Text.

Audio.

Image.

Video.

Ans.D

65. Both station can transmit and receive data simultaneously in

simplex mode.

Half duplex mode.

Full duplex mode.

None of Above.

Ans.C

66. Each set of bit pattern is called

Code.

Unicode.

Coding.

ASCII.

Ans.A

67. Data communications are transfer of data through some

transmission medium.

linear medium.

Network LAN.

Protocols.

Ans.A

68. When system delivers data accurately then it is called

Accuracy.

Delivery.

Jitter.

Timelessness.

Ans.B

69. Mode that is like a two way street with traffic flowing in both direction simultaneously is

Simplex.

Full Duplex.

Half Duplex.

None of above.

Ans.B

70. Agreement between communicating devices are called

Data.

Message.

Protocol.

Transmission Medium.

Ans.C

71. Five components that make up a data communications system are message, sender, receiver, and

protocol.

medium.

connecting device.

both a and b.

Ans.D

72. Two computers connected by an Ethernet hub are of

LAN topology.

MAN topology.

WAN topology.

Intranet.

Ans.A

73. How many bits in data unit has changed in single bit error

only 1.

two bits.

three bits.

four bits.

Ans.A

74. To guarantee detection of up to s errors in all cases, minimum

hamming distance in a block code must be

s.

s+1.

s-1.

0.

Ans.B

75. Cyclic codes are fast when these are implemented in

software.

hardware.

Local area network.

Wide area network.

Ans.B

76. In block coding, we divide our message into blocks, is called

code blocks.

packet blocks.

code words.

datawords.

Ans.D

77. Find parity bit for 1001011

0.

1.

2.

None.

Ans.A

78. In a cyclic code, decoder is failed to detect any error, when syndrome is

zero.

non zero.

infinity.

negative value.

Ans.A

79. What is maximum effect of a 2-ms burst of noise on data transmitted for 12 kbps

2 bits.

4 bits.

16 bits.

24 bits.

Ans.D

80. Divisor line and XOR are missing if corresponding bit in divisor is

0.

1.

10.

11.

Ans.A

81. Unsigned representation of numbers by one's complement can represent

positive number.

negative number.

positive and negative numbers.

infinite numbers.

Ans.C

82. Checksum is used in Internet by several protocols although not at the

session layer.

transport layer.

network layer.

data link layer.

Ans.D

83. Switching in Internets done by using datagram approach to packet switching at the

network layer.

application layer.

data link layer.

physical layer..

Ans.A

84. A Circuit-Switched Network is made of a set of switches connected by physical

links.

media.

nodes.

frames.

Ans.A

85. log28 =

0.

1.

2.

3.

Ans.D

86. A switch in a datagram network uses a

destination address.

sender address.

routing table.

header.

Ans.C

87. Routing processor searches routing table is called

switch fabric.

buffer.

table lookup.

rolling table.

Ans.C

88. A Virtual-Circuit Network (VCN) is normally implemented in the

session layer.

data link layer.

network layer.

physical layer.

Ans.B

89. Which frame completes entries in switching tables

acknowledgment frame.

setup frame.

routing frame.

None.

Ans.A

90. Virtual-Circuit Networks and datagram networks are sub categories of

message-switched networks.

Packet-switched networks.

Circuit-Switched Networks.

None of them.

Ans.B

91. Actual communication in a circuit-switched network requires

one phase.

two phases.

three phases.

four phases.

Ans.C

92. In a packet-switched network, resources are allocated

randomly.

on demand.

reserved already.

both a and c.

Ans.B

93. In Circuit Switching, resources need to be reserved during the

Data transfer phase.

teardown phase..

setup phase.

propagation phase.

Ans.C

94. Circuit Switched Networks are used in

cellular network.

satellite network.

Cable network.

telephone network.

Ans.D

95. Term that performs physical and data link functions of packet switch is called

input port.

output port.

routing processor.

switching fabric.

Ans.A

96. Circuit-Switched Networks are not as efficient as other two types of networks because resources are unavailable to

other connections.

same connections.

other switches.

other networks.

Ans.A

97. Asynchronous Transfer Mode (ATM) network is an example of

Packet switching network.

Datagram Networks.

Virtual circuit network.

message switched network.

Ans.C

98. Three methods of switching are

circuit switching, packet switching, and protocol switching.

circuit switching, packet switching, and message switching.

Loop switching, packet switching, and message switching.

Node switching, packet switching, and message switching.

Ans.B

99. A circuit-switched network is made of switches connected by physical links, in which each link is divided into

n channels.

n+1 channels.

2n channels.

n-1 channels.

Ans.A

100. A switched network consists of a series of interlinked nodes is called

frames.

packets.

switches.

links.

Ans.C