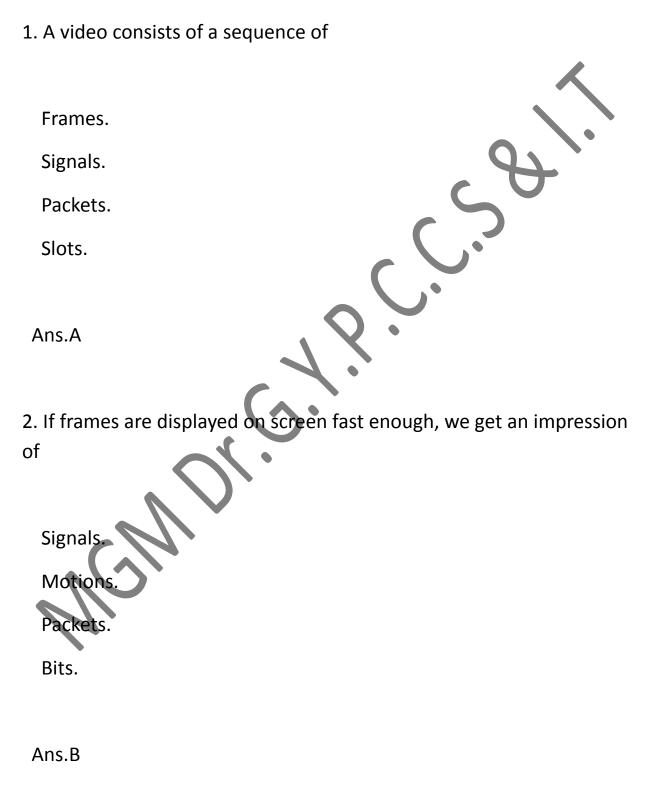
Multimedia Technology

Multiple Choice Questions & Answers:-



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

Independent		
Flexible.		
Important.		
Layered.		Or,
Ans.B		
6. Establishing a	a session in Session Initiation Pr	otocol (SIP), requires a
three-way		
Protocols.		
System.		
Ports.		
Handshake.		
M		
AnsD		

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

5. Session Initiation Protocol (SIP), is very

Frames.	
Images.	
Audio.	
Video.	
AnsD	69
8. A combination of a	n encryption algorithm and a decryption algorithm
is called a	, Q .
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 Cogrids, called picture elem	ompression, each frame is divided into small ents or
Frame.	
Packets.	
Pixels.	
Mega Pixels.	
Ans.C	

11. Streaming sto	red audio/video, files are compressed and stored on a
IP.	
Server.	
Domain.	
Internet.	
Ans.B	
12. Live streaming multiple unicastin	g is still using Transmission Control Protocol (TCP), and g instead of
Unicasting.	
Multicasting.	
Layered Contro	
Protocol Contro	l.
Ans.B	
13. Moving Pictur	e 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.

15. Real-time traffic needs support of

Frames.

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	o 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, co communication between	onferencing requires two way
receivers and senders.	
Packet to Frames.	6
Pixels to Packets.	(3
Frames to Pixels.	
Ans.A	
27. In Real Time Interactive Audio Video, Jit	ter is introduced in real-time
data by delay between	
Frames.	
Layers.	
Pixels.	
Packets.	

28.	Session	Initiation	Protocol	(SIP),	has a	mechai	nism	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.

ΙP

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.	<i>67</i> ,
Ans.D	
35. Real-time tra	iffic needs support of
multicasting.	
Translation.	4.
integration.	
security. Ans.A	

36. Session Initiation Protocol	(SIP), is designed to	o 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.

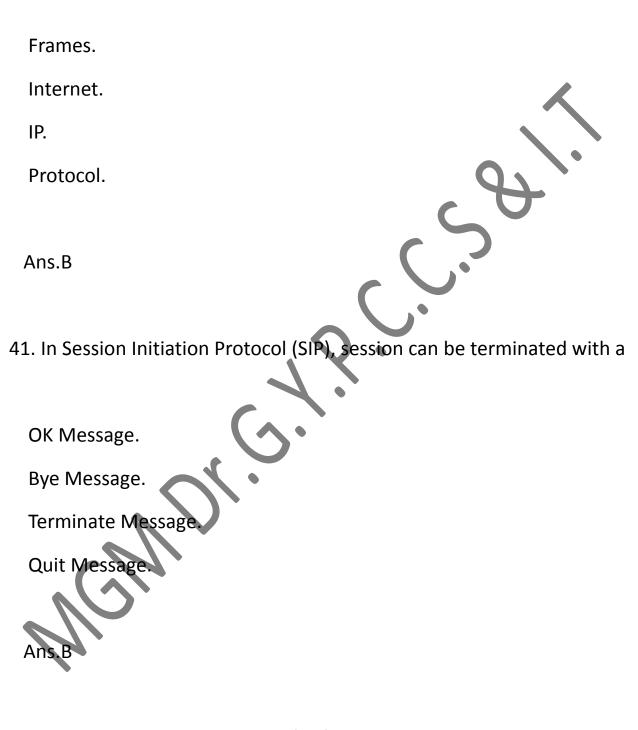
Ans.Ă

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 ar	nd 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



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

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.

51. M	edia	plaver	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

6. Multilevel Amplitude Shift Keving (MASK) is not implemented with

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

QAM.

PSK.

FSK.

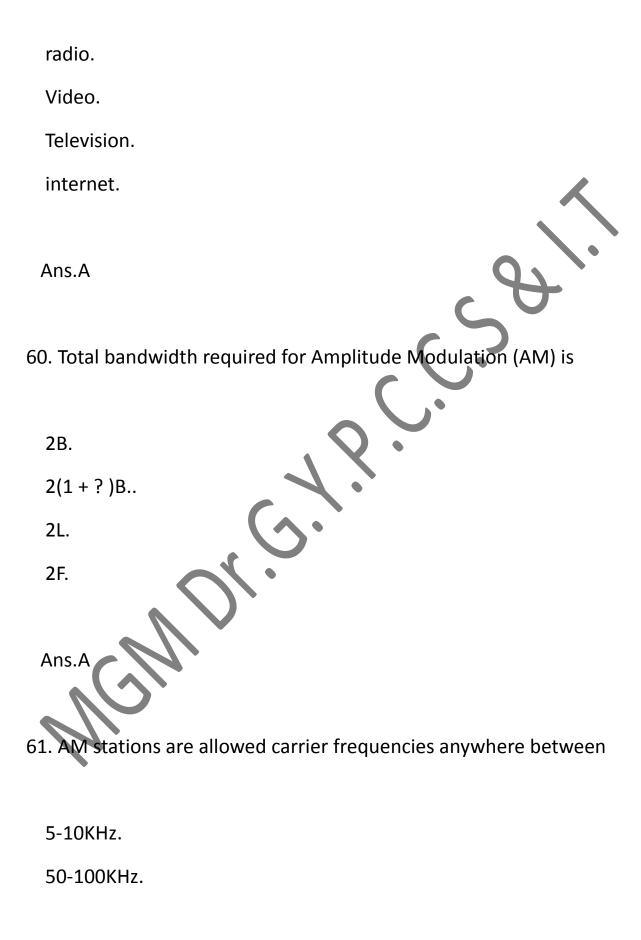
Binary ASK

Ans.Ă

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

Dot.	
line.	
x component.	
y component.	
Ans.A	6.58
58. Term that refers to p	hase continues through boundary of two signal
elements is	
non coherent BFSK.	
coherent BFSK.	
Binary ASK.	
Multilevel ASK	
Multilevel ASK. Ans.B	

59. Example of an analog to analog conversion is



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.C

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.

66. Each set of bit pattern is called

Code.	
Unicode.	
Coding.	<i>67</i> ,
ASCII.	5
Ans.A	

67. Data communications are transfer of data through some

transmission medium

linear medium.

Network LAN.

Protocols

Ans.A

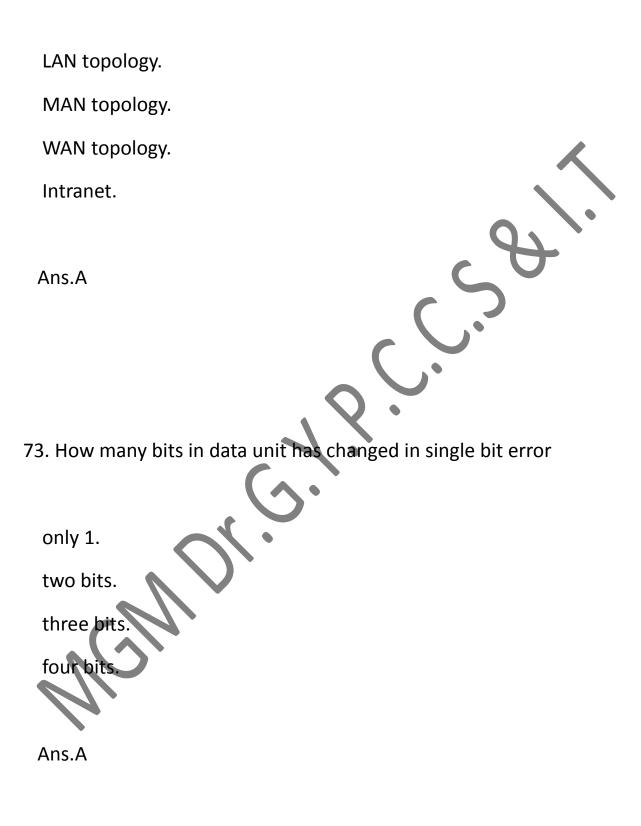
Accuracy. Delivery. Jitter. Timelessness. Ans.B 69. Mode that is like a two way street with traffic flowing in both direction simultaneously is Simplex. Full Duplex **Half Duplex** None of above. Ans.B

68. When system delivers data accurately then it is 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 de both a and Ans.Ď

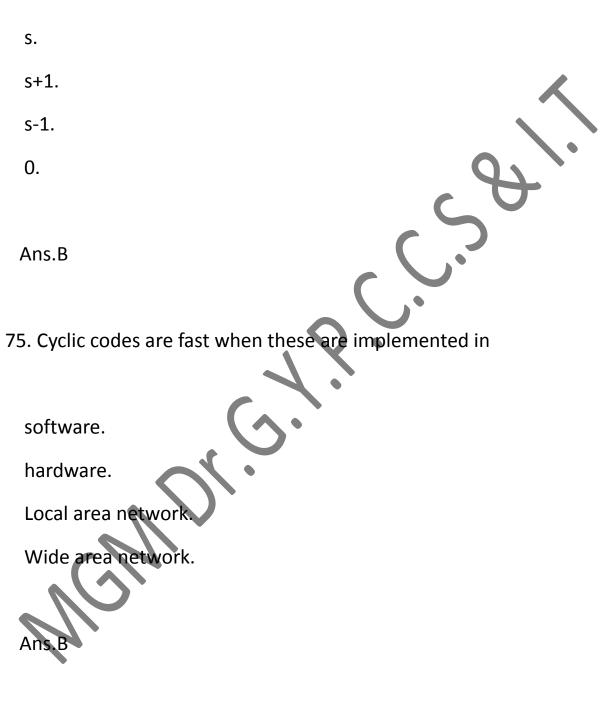
72. Two computers connected by an Ethernet hub are of

70. Agreement between communicating devices are called



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

hamming distance in a block code must be



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 m	ssing 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 a
th e
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.

87. Routing processor searches routing table is called	
switch fabric.	37,
buffer.	O
table lookup.	,
rolling table.	
Ans.C	
88. A Virtual-Circuit Network (VCN) is normally implement	ented 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.	Q	7/,
	None.	5	J
,	Ans.A	0	
90). Virtual-Circuit Networks and da	atagram networks are si	ub categories
of	01.0		
	message-switched networks.		
	Packet-switched networks.		
	Circuit-Switched Networks.		
	None of them.		
,	Ans.B		

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 an

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

91. Actual communication in a circuit-switched network requires

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
00. A switched network consists of a series of interlinked nodes is alled
frames.
packets.
switches.
links.
Ans.C