

B. Sc. (IT) Part I Semester-I
Paper V
Multimedia Application Development

Unit I

Fundamental concepts in Text and Image: Multimedia and hypermedia, world wide web, overview of multimedia software tools. Graphics and image data representation graphics/image data types, file formats, Color in image and video: color science, color models in images, color models in video.

Unit II

Fundamental concepts in video and digital audio: Types of video signals, analog video, digital video, digitization of sound, MIDI, quantization and transmission of audio.

Unit III

Action Script I: ActionScript Features, Object-Oriented ActionScript, Datatypes and Type Checking, Classes, Authoring an ActionScript Class. Action Script II: Inheritance, Authoring an ActionScript 2.0 Subclass, Interfaces, Packages, Exceptions.

Unit IV

Application Development: Application Frame work, Using Components with ActionScript MovieClip Subclasses.

Multimedia data compression: Lossless compression algorithm: Run-Length Coding, Variable Length Coding, Dictionary Based Coding, Arithmetic Coding, Lossless Image Compression, Lossy compression algorithm: Quantization, Transform Coding, Wavelet-Based Coding, Embedded Zerotree of Wavelet Coefficients Set Partitioning in Hierarchical Trees (SPIHT).