

Dr. Babasaheb Ambedkar Open University
Term End Examination February – 2026

Course	: BCA	Date	: 12-Feb-26
Subject Code	: BCAN-601	Time	: 11:30am to 01:45pm
Subject Name	: Introduction to Multimedia Systems and its Applications	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (30)

1. List and explain the desirable features of a multimedia system.
2. What are various components of Multimedia? Explain in detail.
3. List and explain different software for Animation.
4. List and explain various Multimedia Systems.
5. Explain Applications of Multimedia Information Systems.

Section B

Answer the following (Attempt any four) (20)

1. Define Hypertext and Hypermedia. Explain with suitable examples.
2. Define Mobile Telephony.
3. Define Interactive Media with advantages and disadvantages.
4. Write difference between Bitmap Graphics and Vector Graphics.
5. What are Technical Challenges of Multimedia Information System?
6. List and explain Multimedia Storage in brief.

Section C

Part – A (Multiple Choice Questions) (10)

Q-1. Which of the following best describes multimedia?

- A) Only text and graphics
- B) Combination of text, audio, images, animation, and video
- C) Only animation and video
- D) Internet-based applications only

Q-2. Hypertext refers to:

- A) Text with bold and italic formatting
- B) Text that contains links to other texts or media
- C) Text stored in binary format
- D) Text without multimedia elements

Q-3. Which of the following is a characteristic of a multimedia system?

- A) High storage requirement
- B) Low data rates
- C) Static and non-interactive
- D) Limited file formats

Q-4. Which of these is an example of interactive media?

- A) Radio
- B) Television broadcast
- C) Computer games
- D) Printed books

Q-5. Bitmap images are made up of:

- A) Mathematical equations
- B) Pixels
- C) Vectors
- D) Audio signals

Q-6. Which file format is most suitable for photographic images?

- A) GIF
- B) JPG
- C) TXT
- D) BMP

Q-7. Which animation studio pioneered techniques in early animation?

- A) Pixar
- B) Disney
- C) DreamWorks
- D) Warner Bros

Q-8. Which of the following is an input/output hardware requirement for multimedia systems?

- A) Keyboard only
- B) USB, Firewire, and storage devices
- C) Motherboard only
- D) Power supply only

Q-9. Which of the following is a major application of multimedia in education?

- A) Virtual classrooms
- B) Printed manuals
- C) Blackboards
- D) Audio cassettes

Q-10. The integration of real-world and computer-generated environments is called:

- A) Hypertext
- B) Animation
- C) Virtual Reality
- D) File formatting

Part – B (Do as Directed)

(10)

- 1 Hypermedia is an extension of hypertext that includes images, audio, and video.
- 2 Multimedia systems require *very low* processing power.
- 3 Interactive television allows users to control content.
- 4 Vector graphics are resolution-independent, unlike bitmap graphics.
- 5 JPG is a lossless image format.
- 6 Pixar was the first fully computer-animation studio.
- 7 Multimedia information systems do not face technical challenges.
- 8 USB and Firewire are commonly used for multimedia hardware connections.
- 9 Multimedia has no role in online education.
- 10 Virtual offices and video conferencing are future applications of multimedia.
