Note: Answer only Five question

Q1/ Define the following (Choose only five)
   Virtual Reality, Information kiosks, Hypermedia, Hypertext, Coordinate transformation, Image Histogram.

Q2/ Answer the following (Choose only five):
   1. Identify CAVE Automatic Virtual Environment?
   2. What are the disadvantages of MIDI over digital audio?
   3. What are the disadvantages of DDA algorithm?
   4. What are the advantages that Digital video offers over analog video?
   5. List the elements of multimedia, identify the most important element?
   6. Which of the histogram modification may not seem to be useful in image enhancement? Give it equation?

Q3/ A/ Write a program to draw line by using Bresenham's algorithm?
   B/ Write a program to enlarge image?

Q4/ A/ Multimedia involves multiple modalities of text, audio, images, drawings, animation, and video. Give six examples of how these modalities are put to use?
   B/ Write a program to draw line by using DDA (Digital Differential Analyzer) algorithm?

Q5/ A/ Rotate the square (2,1),(4,1),(2,3),(4,3) counterclockwise with Θ = 45 around the point (2,1)?
   B/ Identify the differences between Multimedia Authoring vs. Multimedia Programming?

Q6/ A/ Image shrinking can be done in three ways, what are they, give example for each one?
   B/ Multimedia involves multiple modalities of text, audio, images, drawings, animation, and video. Give six examples of how these modalities are put to use?

Q7/ A/ Fill in the blank suitable answer (Choose only five):
   1. The word multimedia is a combination derived from ----------- and media
   2. -------------: A linear presentation by default, although tools exist to perform jumps in slide shows (Powerpoint).
   3. An example of 3D mirror world are ------------, and Microsoft virtual earth
   4. The ------------ of a wave refers to how many times per second the wave transitions from its highest point to its lowest point and back again
   5. ------ filter smoothes out local variations within an image, so it essentially a low pass filter
   6. The main application for image ------------ is in change detection (or motion detection)
   
   B/ Describe Fully Immersive virtual reality?