## **QUESTION BANK: MULTIMEDIA**

- 1.Explain OCR?
- 2.Explain OMR?
- 3. Explain MICR?
- 4. Difference between Bitmap & Vector image?
- 5. Explain COM?
- 6. Explain cordless mouse?
- 7. What you meant by intelligent terminal?
- 8. Define M-Commerce?
- 9. What is Multimedia? Explain.
- 10. Examples of E-Commerce. Explain.
- 11. Explain scope of Multimedia?
- 12. Benefits of E- Commerce.
- 13. Definition of E-Governance and Entertainment.
- 14. What is the memory?
- 15. Advantage & disadvantages of Hard Disk?
- 16. Difference between Ram & Rom?
- 17. Defined WAN& MAN?
- 18. What is the subroutine?
- 19. Explain features of Floppy Disk?
- 20. Defined Diagnostic Routines?
- 21. What is a Magnetic Disk and its types?
- 22. Define Register?
- 23. Define Application Software?
- 24. Define assembler and compiler?
- 25. Define EDVAC?
- 26. Define MIPS?
- 27. Define CPU, ALU, and CU?
- 28. Define ENIAC?
- 29. Define computer terminals?
- 30. Explain types of monitors?
- 31. Explain types of printers?
- 32. Explain printer?

- 33. Explain types of plotters?
- 34. Disadvantages of non-impact printers?
- 35. What type of Multimedia tools?
- 36. What is the difference between commerce and E- Commerce?
- 37. Difference between governance & E- governance?
- 38. What are the types of entertainment?
- 39. Advantages and Disadvantages of E- Commerce?
- 40. What is Linear Multimedia and Non Linear Multimedia?
- 41. Explain the features of Multimedia?
- 42. Explain advantages and disadvantages of advertising?
- 43. What is E- governance and entertainment?
- 44. Define Algorithm
- 45. Define flow chart?
- 46. Characteristics of good Algorithm
- 47. Write an algorithm to find total marks by adding the internal and external marks.
- 48. Advantage of flow chart.
- 49. Explain Flow Charting Rules.
- 50. Explain different flow chart symbols.
- 51. Define flow charting rules Advantages & Disadvantages.
- 52. Write an Algorithm to find total marks by adding the internal & external marks with flow chart.
- 53. Write an algorithm and flow chart for printing n natural numbers.
- 54Writer an algorithm and flow chart to calculate the area at a rectangle using the Formula Area, A=l\*b, where l represent length and b represent breadth.
- 55. Write an algorithm and flow chart to find whether a number is odd or even.
- 56. Draw a flow chart to find sum of n natural numbers.
- 57. Types of Networks?
- 58. Explain size- based classification of computers?
- 59. Types of computers?
- 60. What is a utility program? And it's Types.
- 61. Defined Operating System and explain its functions?
- 62. Defined system software? To explain functions of system software?
- 63. Factors affecting the storage capacity of Magnetic Disk?
- 64. Advantage & disadvantages of primary and secondary Memory?

- 65. Explain different types of computers?
- 66. Define computer?
- 67. Characteristics of computer?
- 68. Limitations of computer?
- 69. Features of ENIAC?
- 70. Features of EDVAC?
- 71. Different between machine language & binary language?
- 72. Explain Functional components of a computer & its interconnections?
- 73. Define input devices? Explain types, advantages, disadvantages of input devices?
- 74. Define output devices? Explain types, advantages, disadvantages of output devices?
- 75. Explain in detail the various computer languages
- 76. Define monitor? Types of monitors?
- 77. Define printer? Types of printer?
- 78. History of multimedia?
- 79. Types of E- commerce? Explain.
- 80. Write four types of payment scheme in E- Commerce?
- 81. What is Multimedia Advertising? Explain the different types of Advertisment?
- 82. Explain Computer language?
- 83. What is the generation of computer?
- 84. History of computer?
- 85. What is a Network? And explain its types
- 86. What is a secondary memory? explain its types
- 87. What is a computer memory? And its types
- 88. Explain the application of multimedia in education.
- 89. Explain the application of multimedia in entertainment and advertisement.
- 90. Illustrate the scope of multimedia in e-governance.
- 91. Explain problem solving concept and top down design