

## **Tutorial Week 2 Multimedia and Internet Facilities**

Richard Cooper

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### ***Multimedia***

1. Describe the two broad kinds of representation used by computers for multimedia objects.
2. Why is compression important for multimedia data and distinguish lossy and lossless compression techniques?
3. Why are there different character sets used by computers? Describe any that you have used.
4. You are designing a magazine to cater for the growing interest in baseball in this country. You plan a two mode delivery for the magazine – over the web and as a printed magazine. (*You might consult [mlb.com](http://mlb.com) for help here.*)
  - a) What will you put the magazine in terms of content?
  - b) Which multimedia formats will you use?
  - c) What are the main problems in trying to deliver the same material in these two ways?
  - d) How would you vary the representation of the magazine components for the two delivery mechanisms?

### ***Internet Facilities***

5. What is meant by a Client Server Architecture?
6. What are the problems associated with sending Word documents, images and sound clips by e-mail and how are the problems solved?
7. What is meant by FTP and how is it usually used?
8. Clearly distinguish the World Wide Web and the Internet.
9. What is meant by a mark-up language and what is the relationship between HTML, SGML, XML and XHTML?
10. How is XML being used in the Internet?
11. Produce an XML representation of the baseball magazine.