

All the Multiple Choice Question and Answer (MCQs) have been compiled from the books of Data Communication and Networking by the well known author **behrouz A forouzan**.

This Data Communication and Networking – Multimedia multiple choice Questions and Answers (MCQ) PDF covers the below lists of topics.

1. Cryptography Multiple Choice Question and Answer.
2. Encryption Multiple Choice Question and Answer.
3. Decryption Multiple Choice Question and Answer.
4. Symmetric-key cryptography Multiple Choice Question and Answer.
5. Public-key cryptography Multiple Choice Question and Answer.

**Practice now to sharpen your concept.**

**1. We can divide audio and video services into \_\_\_\_\_ broad categories.**

- A. three
- B. two
- C. four
- D. none of the above

**2. \_\_\_\_\_ audio/video refers to on-demand requests for compressed audio/video files.**

- A. Streaming live
- B. Streaming stored
- C. Interactive
- D. none of the above

**3. \_\_\_\_\_ audio/video refers to the broadcasting of radio and TV programs through the Internet.**

- A. Interactive
- B. Streaming live
- C. Streaming stored
- D. none of the above

**4. \_\_\_\_\_ audio/video refers to the use of the Internet for interactive audio/video applications.**

- A. Interactive
- B. Streaming live
- C. Streaming stored
- D. none of the above

**5. According to the Nyquist theorem, we need to sample an analog signal \_\_\_\_\_ times the highest frequency.**

- A. three
- B. two
- C. four
- D. none of the above

**6. In \_\_\_\_\_ encoding, the differences between the samples are encoded instead of encoding all the sampled values.**

- A. predictive
- B. perceptual
- C. both a and b
- D. none of the above

**7.** \_\_\_\_\_ encoding is based on the science of psychoacoustics, which is the study of how people perceive sound

- A. Predictive
- B. Perceptual
- C. both a and b
- D. none of the above

**8.** \_\_\_\_\_ is used to compress images.

- A. MPEG
- B. JPEG
- C. either a or b
- D. none of the above

**9.** \_\_\_\_\_ is used to compress video.

- A. MPEG
- B. JPEG
- C. either a or b
- D. none of the above

**10.** The first phase of JPEG is \_\_\_\_\_

- A. DCT transformation
- B. quantization
- C. data compression
- D. none of the above

Answer key for MCQ SET- 1	
Q-1	Correct Answer :three
Q-2	Correct Answer :Streaming stored
Q-3	Correct Answer :Streaming live

Q-4	Correct Answer :Interactive
Q-5	Correct Answer :two
Q-6	Correct Answer :predictive
Q-7	Correct Answer :Perceptual
Q-8	Correct Answer :JPEG
Q-9	Correct Answer :MPEG
Q-10	Correct Answer :DCT transformation

**Multimedia multiple choice questions and answers MCQ Set-2**

- 1. The second phase of JPEG is \_\_\_\_\_**
  - A. DCT transformation
  - B. quantization
  - C. data compression
  - D. none of the above
  
- 2. The third phase of JPEG is \_\_\_\_\_**
  - A. DCT transformation
  - B. quantization
  - C. data compression
  - D. none of the above
  
- 3. Jitter is introduced in real-time data by the \_\_\_\_\_**
  - A. error caused during transmission
  - B. delay between packets
  - C. both a and b
  - D. none of the above

- 4. To prevent \_\_\_\_\_, we can timestamp the packets and separate the arrival time from the playback time.**
- A. error
  - B. jitter
  - C. either a or b
  - D. none of the above
- 5. A \_\_\_\_\_ buffer is required for real-time traffic.**
- A. playback
  - B. reordering
  - C. sorting
  - D. none of the above
- 6. A \_\_\_\_\_ on each packet is required for real-time traffic**
- A. timestamp
  - B. sequence number
  - C. both a and b
  - D. none of the above
- 7. Real-time traffic needs the support of \_\_\_\_\_**
- A. broadcasting
  - B. multicasting
  - C. both a and b
  - D. none of the above
- 8. \_\_\_\_\_ means changing the encoding of a payload to a lower quality to match the bandwidth of the receiving network.**
- A. Translation

- B. Mixing
- C. both a and b
- D. none of the above

**9. \_\_\_\_\_ means combining several streams of traffic into one stream**

- A. Translation
- B. Mixing
- C. both a and b
- D. none of the above

**10. \_\_\_\_\_ is not suitable for interactive multimedia traffic because it retransmits packets in case of errors.**

- A. UDP
- B. TCP
- C. both a and b
- D. none of the above

<b>Answer key for MCQ SET- 2</b>	
Q-1	Correct Answer :quantization
Q-2	Correct Answer :data compression
Q-3	Correct Answer :delay between packets
Q-4	Correct Answer :jitter
Q-5	Correct Answer :playback
Q-6	Correct Answer :both a and b
Q-7	Correct Answer :multicasting
Q-8	Correct Answer :Translation
Q-9	Correct Answer :Mixing

Q-10	Correct Answer :TCP
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**Multimedia multiple choice questions and answers MCQ Set-3**

**1. \_\_\_\_\_ is the protocol designed to handle real-time traffic on the Internet**

- A. TCP
- B. UDP
- C. RTP
- D. none of the above

**2. RTP uses a temporary even-numbered \_\_\_\_\_ port**

- A. UDP
- B. TCP
- C. both a and b
- D. none of the above

**3. \_\_\_\_\_ is a protocol for controlling the flow and quality of data.**

- A. RTP
- B. RTCP
- C. UDP
- D. none of the above

**4. RTCP uses an odd-numbered \_\_\_\_\_ port number that follows the port number selected for RTP**

- A. UDP

- B. TCP
- C. both a and b
- D. none of the above

**5. \_\_\_\_\_ is an application protocol that establishes, manages, and terminates a multimedia session**

- A. RIP
- B. SIP
- C. DIP
- D. none of the above

**6. \_\_\_\_\_ is a standard to allow telephones on the public telephone network to talk to computers connected to the Internet**

- A. SIP
- B. H.323
- C. Q.991
- D. none of the above

**7. A real-time video performance lasts 10 min. If there is jitter in the system, the viewer spends \_\_\_\_\_ minutes watching the performance**

- A. less than 10
- B. more than 10
- C. exactly 10
- D. none of the above

**8. A \_\_\_\_\_ shows the time a packet was produced relative to the first or previous packet.**

- A. timestamp
- B. playback buffer
- C. sequence number



D. none of the above

**9.** \_\_\_\_\_ are used to number the packets of a real-time transmission

- A. Timestamps
- B. Playback buffers
- C. Sequence numbers
- D. none of the above

**10.** In a real-time video conference, data from the server is \_\_\_\_\_ to the client sites.

- A. unicast
- B. multicast
- C. broadcast
- D. none of the above

Answer key for MCQ SET- 3	
Q-1	Correct Answer :RTP
Q-2	Correct Answer :UDP
Q-3	Correct Answer :RTCP
Q-4	Correct Answer :UDP
Q-5	Correct Answer :SIP
Q-6	Correct Answer :H.323
Q-7	Correct Answer :more than 10
Q-8	Correct Answer :timestamp
Q-9	Correct Answer :Sequence numbers
Q-10	Correct Answer :multicast