

⇒ Multimedia System

→ File Formats : - (BMP, GIF, Pcx etc)

Bitmaps are used for photo-realistic images and for complex drawing requiring fine detail. Vector drawn objects are used for lines, boxes, circles, polygons and other graphics shapes that can be mathematically expressed in angles, co-ordinates and distances. A drawn object can be filled with color and patterns and we can select it as a single object. The appearance of both types of images depends on the display resolution and capabilities of computer's graphics and hardware and monitor. Both types of images are stored in various file formats and can be translated from one application to another or from one computer platform to another.

GIF images (Graphic Interchange File).

This is commercial image format developed by CompuServe Information Services.

PNG (For portable Network Graphics Specification) was developed as a new "open" format to replace GIF. Although the PNG format is in many ways an improvement on the GIF format it was intended to replace, concern about backward compatibility withheld browser flow in ^{acceptance} ~~adoption~~.

→ Media Communication: —

Media Communication denotes applications which exchange different media over a network via tele-services (e.g. video conferencing, cooperative work, mailing etc.) to multimedia application end users.

→ Tele-Services: —

Tele Services are services provided by communication systems which are based on audio and video data. With current networks and the further development of high speed networks, technology will enable distributed multimedia application which need tele service.

→ Interactive Services: —

Interactive Services include an exchange of control data between remote sites to influence the presentation of continuous media data. Communication between the sender and receiver can be performed either synchronously, which means that data arrive at any time.

For example, a video conferencing application uses synchronous communication when remote conference participants are viewing a speaker. Mailing System

uses asynchronous communication.

→ Messaging Service :- A messaging service provides an exchange of messages between a sender and receiver where the end users are human users. The exchange of messages in both directions is done asynchronously, such that the time of delivery can be predetermined.

→ Retrieval Service :- A retrieval service provides an exchange of messages between a sender and receiver, where the sender, also called the client, is a human user and the receiver also called the server, is a computer with database provision. The client requests information from the server, where the information is stored, the server retrieves the information and sends it back.