

SWARNANDHRA

COLLEGE OF ENGINEERING & TECHNOLOGY (AUTONOMOUS)

Accredited by National Board of Accreditation, AICTE, New Delhi, Accredited by NAAC with "A" Grade – 3.32 CGPA, Recognized under 2(f) & 12(B) of UGC Act 1956, Approved by AICTE, New Delhi, Permanent Affiliation to JNTUK, Kakinada Seetharampuram, W.G.DT., Narsapur-534280, (Andhra Pradesh)

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

TEACHING PLAN

Course Code		Course Title		Semester	Branches		ct Periods Week	Academic Year	Date of commencement of Semester	
16CS6E03 API		APPLI DEVEL	IMEDIA ICATION OPEME	N	VI	CSE		6	2019-20	25/11/2019
	SE OUTC	OMES	<u> </u>							
1	Describe	differer	nces in co	olor aı	nd how it re	elates to color th	eory.(K1))		
2	Define th	Define the concepts of different Video signals, Audio signals and MIDI. (K2)								
3	Explain the features of Action Script2.0 programming. (K3)									
4	Describe the object oriented concepts of Action Script2.0. (K3)									
5	Analyze the various data lossless and lossy compression techniques.(K4)									
6		Explain and apply the video compression techniques and multimedia communication cross networks.(K5)							networks.(K5)	
UNIT	Out Com	Out Comes / Bloom's Topics		Topics/Activity		Text Book / Reference	Contact Hour	Delivery Method		
	<u> </u>	T.	1		UNIT	- I: MULTIMI	EDIA		<u> </u>	
			1.1	Introduction		T1,R1	1	Chalk & Talk		
	CO1: the differences in color and how it relates to color theory(K1)		1.2	Multimedia and hypermedia			T1,R1	1	NPTEL	
		, <u> </u>	1.3	World wide web			T1,R1	1	Chalk & Talk	
			1.4	Overview of multimedia software tools			T1,R1	1	Web Resource	
		neory	1.5	Graphics and image data representation			T1,R1	1	Chalk & Talk	
I			1.6	Graphics/image data types				T1,R1	1	Chalk & Talk
•		100	1.7	File formats				T1,R1	1	PPT
		3	1.8	Color science				T1,R1	1	Chalk & Talk
			1.9	Color models in images				T1,R1	1	NPTEL
			1.10	Color models in video				T1,R1	1	Chalk & Talk
	Describe		Content eyond yllabus	4K HD monitors		T1,R1	1	Video lectures		
								Total		11



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UNIT-II:VIDEO&AUDIO SIGNALS						
		2.1	Types of video signals	T1	1	Chalk & Talk
CO2: Define the concepts of different Video signals. Audio signals and	ent and	2.2	Analog video	T1	1	PPT
	liffer	2.3	Digital video	T1	1	Web Resources
	of c	2.4	Digitization of sound	T1	1	Chalk & Talk
	CO2: concepts of als, Audio	2.5	MIDI	T1	1	Chalk & Talk
	CO CO A A A A A A A A A A A A A A A A A	2.6	Structure of MIDI Messages	T1	1	Chalk & Talk
	Co co rads.	2.7	Quantization and transmission of audio	T1	1	NPTEL
	the sign	2.8	DPCM,DM,APDCM	T1	1	NPTEL
	Define Video	Content beyond syllabus	Signal image and vision technologies.	T1	1	PPT
			TINITE III. A CTION SCOTOT I	Tot	al	9
		T 2.1	UNIT-III: ACTION SCRIPT I	772 D.2		C1 11- 0- Tolle
	1.5.0	3.1	ActionScriptI: Action Features	T2,R2	1	Chalk & Talk
	— xript	3.2	Object-Oriented ActionScript	T2,R2	1	Chalk & Talk
	nSc	3.3	Datatypes Type Cheeking	T2,R2	1	WebResources Chalk & Talk
	Xtior X3)	3.4	Type Checking Classes	T2,R2 T2,R2	1	PPT
	Ac g (I	3.5	Authoring an Action	T2,R2	1	Chalk & Talk
III	CO3: res of	3.7	Completing the Box Class	T2,R2	1	Chalk & Talk
111	CO3: e features of Actio programming (K3)	3.8	Properties and methods	T2,R2	1	Chalk & Talk
	eatı	3.9	Script Class	T2,R2	1	Chalk & Talk
	ne f	3.10	Constructor functions	T2,R2	1	Chalk & Talk
	CO3: Explain the features of ActionScript2.0 programming (K3)	Content beyond syllabus	Building a simple Driving game	T2,R2	1	PPT
				Total		11
			UNIT-IV: ACTION SCRIPT II			
		4.1	ActionScript II : Inheritance	T2	1	Chalk & Talk
	 nted 2.0.	4.2	ActionScript II : Features	T2	1	Chalk & Talk
	CO4: Describe the object oriented concepts of ActionScript2.0. (K3)	4.3	Authoring an Action Script 2.0 Subclass	T2	1	Chalk & Talk
	iject ject ion(4.4	Built in dynamic classes	T2	1	Chalk & Talk
IV	CO4 le obj Actio	4.5	Interfaces	T2	1	NPTEL
	C	4.6	Multiple type Inheritance with interface	T2	1	NPTEL
	ibe	4.7	Packages	T2	1	Chalk & Talk
	scr	4.8	Simulating packages	T2	1	Chalk & Talk
	D D	4.9	Exceptions	T2	1	Web Resource
		4.10 Exception bubbling		T2	1	Web Resource
			Name	Signature	with D	Date



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	PPT 11
Total	11
5.1 Datacompression T1 1	
on zwwomprossion	
5.2 Localece compression algorithm T1 1	Chalk & Talk
	Chalk & Talk
5.3 Run-Length Coding, Variable Length Coding	Chalk & Talk
Solution State Soluti	NPTEL
5.5 Lossy compression algorithm T1 1	Chalk & Talk
V Second	PPT
V S s d s s s s s s s s s s s s s s s s s	Web Resource
Section 2 Sectio	PPT
5.9 Transform Coding T1 1	Chalk & Talk
9 E 5.10 DCT T1 1	Chalk & Talk
5.11 Embedded Zerotree of Wavelet T1 1	Chalk & Talk
Coefficients Set Partitioning in Hierarchical	
5.12 Coefficients Set Faithfolding in Theracement T1 1	Chalk & Talk
Trees (SPIHT). Content beyond syllabus EBCOT compression technique T1 1	Chalk & Talk PPT
beyond EBCOT compression technique T1 1	
beyond beyond syllabus EBCOT compression technique T1 1	PPT
Content beyond syllabus EBCOT compression technique T1 1 Total UNIT-VI: BASIC VIDEO COMPRESSION TECHNIQUES	PPT
Content beyond syllabus EBCOT compression technique T1 1 UNIT-VI: BASIC VIDEO COMPRESSION TECHNIQUES 6.1 Introduction T1 1	PPT 13
Content beyond syllabus EBCOT compression technique T1 1 UNIT-VI: BASIC VIDEO COMPRESSION TECHNIQUES 6.1 Introduction T1 1 6.2 Compression techniques T1 1	PPT 13 Chalk & Talk
Content beyond syllabus EBCOT compression technique T1 1 UNIT-VI: BASIC VIDEO COMPRESSION TECHNIQUES 6.1 Introduction T1 1 6.2 Compression techniques T1 1 6.3 Compression based on motioncompensation T1 1	PPT 13 Chalk & Talk Chalk & Talk
Content beyond syllabus EBCOT compression technique T1 1 UNIT-VI: BASIC VIDEO COMPRESSION TECHNIQUES 6.1 Introduction T1 1 6.2 Compression techniques T1 1 6.3 Compression based on motioncompensation T1 1 6.4 Search for motion vectors T1 1	PPT 13 Chalk & Talk Chalk & Talk Chalk & Talk
Content beyond syllabus EBCOT compression technique T1	PPT 13 Chalk & Talk Chalk & Talk Chalk & Talk Chalk & Talk Web Resource Web Resource
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v.

Programme Coordinator

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		CUMULATIVE PERIODS	68				
Text Bo	ooks:		•				
S.No.	AUTHORS, BOOK TITLE, EDITION, PUBLISHER, YEAR OF PUBLICATION						
1	Ze-Nian Li and Mark S.Drew ,Fundamentals of Multimedia ,2 nd Edition, PHI, 2014						
2	Colin Moock ,Essential ActionScript 2.0,3rd Edition,O' REILLY, 2017						
Referer	nce Books:						
S.No.	AUTHORS, BOOK TITLE, EDITION, PUBLISHER, YEAR OF PUBLICATION						
1	Nigel Chapman and Jenny Chapman, Digital multimedia,3 rd Edition, Wiley, 2016						
2	Julius Azasoo, Multimedia Tools & Applications ,1st Edition ,Creative Commons,2018						
3	Peters, KeithFoundation Actionscript 3.0 Animation, 3 rd Edition, Apress, 2016						
Web Do	etails						
1	https://doi.crossref.org/sim	pleTextQuery					
2	http://libguides.luc.edu/c.php?g=49783&p=320638						
3	https://www.w3schools.com	m					
	i. Faculty	K.Devi Prasanna					
i	i. Faculty II (for common Course)	P.Ravi Kiran					
ii	i. Course Coordinator	K.Devi Prasanna					
i	v. Module Coordinator	K.Rajesh Kumar					

Dr.P.Srinivasulu

Principal