Section A

Q1. Fill in the blanks in Table Q1 based on Fig Q1.

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<th>Item</th>
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(Fig Q1)

(1 mark for each correct answer)

Q2. Fill T/F in the brackets.

(a) Both PSTN and ISDN operate in circuit mode. [ ]
(b) A home user has to access the Internet through an ISP. [ ]
(c) In an intranet, all internet services use the same set of communication protocols. [ ]
(d) In the Internet, all gateways communicate with each other with the same set of communication protocols. [ ]
(e) The traffic in a broadcast television network is symmetric. [ ]
(f) The access circuits in an ISDN are all digital. [ ]
(g) ATM operates at a data bit rate of 2Mbps. [ ]
(h) Broadband ISDN can't support an application which delivers data at a rate of 10kbps. [ ]

(2 mark for each correct answer and -1 mark for each incorrect answer)
Q3. The maximum bit rate that an ISDN can support is _______. (2 marks)

Section B (4 marks for each question)

Q4. Why do we use streaming to deliver video data?

Q5. Why do we use a digital format to represent multimedia data?

Q6. What are the purposes of multimedia compression? Name three of them.

Q7. Can you suggest an example in which the image data is delivered in a way similar to streaming?

Q8. What's a communication protocol?

Q9. What's the difference between circuit mode and packet mode?

Q10. Which of the following networks are working in packet/circuit mode?
   (i) PSTN, (ii) ISDN and (iii) ATM