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## Chapter 1 : JNTUH Multimedia Rich Internet Applications Study Materials

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Open source[ edit ] Adobe has taken steps to reduce or eliminate Flash licensing costs. For instance, the SWF file format documentation is provided free of charge [ ] after they relaxed the requirement of accepting a non-disclosure agreement to view it in Adobe has also open-sourced many components relating to Flash. At least as Flash is concerned, Adobe is concentrating on games and video. Free and open source alternatives to the Adobe Flash Player such as Shumway and Gnash have been built, but are no longer under active development [ ] and therefore not a viable alternative. The only fully functional third-party Flash Player is the commercially available Scaleform GfX Player, which is game development middleware designed for integration into non-Flash video games. Usability[ edit ] In some browsers, prior Flash versions have had to be uninstalled before an updated version could be installed. This is often done in web sites [ ] and can lead to poor user experience with the site. The February 20, update to This defect is related to hardware acceleration and may be overcome by disabling hardware acceleration via the Adobe settings in Firefox accessed by right clicking within the video or in Internet Explorer within the Tools settings. Flash Player will only allow content originating from exactly the same website domain to access data saved in local storage. With such technologies, the possibility of building a profile based on user statistics is considered by some a potential privacy concern. Users can disable or restrict use of local storage in Flash Player through a "Settings Manager" page. Local storage can be disabled entirely or on a site-by-site basis. Disabling local storage will block any content from saving local user information using Flash Player, but this may disable or reduce the functionality of some websites, such as saved preferences or high scores and saved progress in games. A version test page allows the user to check if the latest version is installed, and uninstallers may be used to ensure that old-version plugins have been uninstalled from all installed browsers. In February , Adobe officially apologized [ ] for not fixing a known vulnerability for over a year. In June Adobe announced a "critical vulnerability" in recent versions, saying there are reports that this vulnerability is being actively exploited in the wild against both Adobe Flash Player, and Adobe Reader and Acrobat. Android users have been recommended to disable Flash or make it only on demand. The same report also recommended using browser extensions to disable Flash Player usage on untrusted websites. McAfee predicted that Adobe software, especially Reader and Flash, would be primary target for attacks in The vulnerability could be exploited for remote code execution. All premium features are now classified as general availability, and can be freely used by Flash applications. Instead, they selected Adobe Flash Player version history Macromedia Flash Player 2 June 17, Mostly vectors and motion, some bitmaps , limited audio Support of stereo sound, enhanced bitmap integration, buttons, the Library, and the ability to tween color changes Macromedia Flash Player 3 May 31, Added alpha transparency, licensed MP3 compression Brought improvements to animation, playback, and publishing, as well as the introduction of simple script commands for interactivity Macromedia Flash Player 4 June 15, Saw the introduction of streaming MP3s and the Motion Tween. Initially, the Flash Player plug-in was not bundled with popular web browsers and users had to visit Macromedia website to download it; As of , however, the Flash Player was already being distributed with all AOL , Netscape and Internet Explorer browsers. Two years later it shipped with all releases of Windows XP. The install-base of the Flash Player reached 92 percent of all Internet users. Generator was discontinued in , in favor of new technologies such as Flash Remoting , which allows for seamless transmission of data between the server and the client, and ColdFusion Server. In October , usability guru Jakob Nielsen wrote a polemic article regarding usability of Flash content entitled " Flash: Macromedia later hired Nielsen to help them improve Flash usability. Macromedia Flash Player 7 version 7. In , the "Flash Platform" was introduced. This expanded Flash to more than the Flash authoring tool.

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## Chapter 2 : VTU Notes and Projects

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When different people mention the term multimedia, they often have quite different, or even opposing, viewpoints. Graphics, HCI, visualization, computer vision, data compression, graph theory, networking, database systems. Multimedia involves multiple modalities of text, audio, images, drawings, animation, and video. Examples of how these modalities are put to use: Multimedia processing and coding: Multimedia system support and networking: Multimedia tools, end-systems and applications: Multi-model interaction and integration: Many exciting research projects are currently underway. Here are a few of them: Camera-based object tracking technology: Electronic House call system: Brief history of use of Multimedia: Vannevar Bush wrote a landmark article describing hypermedia system called Memex. Ted Nelson coined the term hypertext. Nicholas Negroponte formed the Architecture Machine Group. Mosaic-the first full-edged browser. Jim Clark and Marc Andreessen created the Netscape program. The JAVA language was created for platform-independent application development. DVD video was introduced; high quality full-length movies were distributed on a single disk. WWW size was estimated at over 1 billion pages. Meant to read from Non-linear media: Text books following links that point to other parts of the document or to other documents Ex: Hyper Text system Hypermedia: Examples of Multimedia applications includes: Charles Goldfarb et al. Marc Andreessen et al. HTTP is a protocol that was originally designed for transmitting hypermedia, but can also support the transmission of any file type. The basic request format: Method is a way of exchanging information or performing task on URI.

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One of the most powerful, understandable, and universal concepts in computing is the idea of a desktop containing files and folders. Users embraced this metaphor in their software because it modeled their natural world experience. There is a paradigm shift underway. In this shift, developers are creating user interfaces which more closely model the natural world. But what is an RIA? In cases like this, the best one can do is to identify some of the fundamental characteristics that the term encompasses. Essentially, a Rich Internet Application is capable of delivering a rich experience to the user. It is the richness of the experience that is often enhanced by making software that is more natural – more connected, more alive, more interactive, and more responsive.

**Connected** We are all connected. On this relatively small planet we all have many things in common. We communicate with one another via many different methods, in many different languages, sometimes easily and sometimes with difficulty. Likewise RIAs are built on a network that connects us all – the Internet. RIAs use this network of billions of connected pieces to help us communicate – between each other and between systems, sometimes easily and sometimes with difficulty. And like each of us, in some scenarios RIAs need to be able to work when disconnected from the Internet.

**Alive** Movement and the passing of time are critical to our experience of beauty and the emotional reaction we have to it. Watching waves continuously crash on a beach is an experience which fills us with life. Similarly, we would not sit and watch a beautiful sunset for very long if it never changed. In RIAs, we create rich experiences by modeling the movement and beauty we find in the natural world. Smooth sliding transitions, zoom effects, soft blurs, drop shadows, and rounded corners are elements of RIAs which help make software feel more like the natural world. Beauty is often simple and never overdone. Software that feels more alive evokes an emotional response from us. That emotional response can help to improve our overall satisfaction with the software. RIAs should feel alive.

**Interactive** When people communicate they interact – sometimes physically, sometimes audibly, and sometimes visually. Interaction is how we transmit and receive information. The richness of an experience is heavily dependent on this interaction made possible by our senses. RIAs facilitate physical, audible, and visual interaction. Many new devices are allowing for more natural methods of physical interaction. Multi-touch interfaces like tablet PCs and media players are becoming more common because users want to interact with software like they interact with objects in the natural world. Many more software applications are also adding video and audio capabilities, and some of these applications support bi-directional multimedia interaction. This allows users to interact visually and audibly in the context of an application. Imagine filling out a form online and, if needed, being able to interact via webcams with someone who can help you complete the form. Applications which embrace interactivity to that level are helping to bring natural world interactivity to software experiences.

**Responsive** In the real world when people interact with each other or with objects like rocks and trees, those things typically respond quickly. If someone speaks to another person they expect a timely response. At a baseball game, you can see scores whenever you want, just by looking in the right place. Too often in the world of software people are forced to wait for their computers to respond. Whether due to network connectivity issues, processing limitations, or other problems, software too often makes us wait. Most web applications leave users waiting for at least four seconds every time the user clicks on something. With many applications the wait times can be significantly longer, even on a broadband connection. Imagine what an everyday conversation would be like with that latency. Real-time streaming, high performance client side virtual machines, and local caching mechanisms are becoming an integral part of RIAs because these technologies reduce latency, increase responsiveness, and make software feel more like the natural world.

**Natural Software Experiences** All kinds of software applications – from ERP business applications to word processing applications – are embracing the characteristics of what we now call Rich

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Internet Applications. This move is happening because users intuitively want to experience software like they experience the natural world. In ten years nearly all software will be what today is called a Rich Internet Application.

## Chapter 4 : Multimedia & Rich Internet Applications pdf Notes - MRIC pdf Notes

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## Chapter 5 : What is a Rich Internet Application? “ James Ward

*Unit Despite the tremendous technological growth of the Internet over the past decade, the usability of web applications has lagged behind compared to that of desktop applications.*

## Chapter 6 : Rich web application - Wikipedia

*Unit IV Rich Internet Applications(RIAs) with Adobe Flash and Flex Adobe Flash- Introduction, Flash Movie Development, Learning Flash with Hands-on Examples, Publish your flash movie, Creating special effects with Flash, Creating a website splash screen, action script, web sources.*

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