IJARCCE ISSN (O) 2278-1021, ISSN (P) 2319-5940

International Journal of Advanced Research in Computer and Communication Engineering

Impact Factor 7.39 ⁜ Vol. 11, Issue 5, May 2022

DOI: 10.17148/IJARCCE.2022.11513

REVIEW OF WIRELESS MULTIMEDIA NETWORKS

Ms.B.Kamali[1], Mr.C.Rajkumar[2], Ms.M.Prabavathi[3]

Student, Kaamadhenu Arts and Science College,Sathyamangalam[1]

Assistant Professor,Dept.Of.CA &IT, Kaamadhenu Arts and Science College,Sathyamangalam[2]

Student, Kaamadhenu Arts and Science College,Sathyamangalam[3]

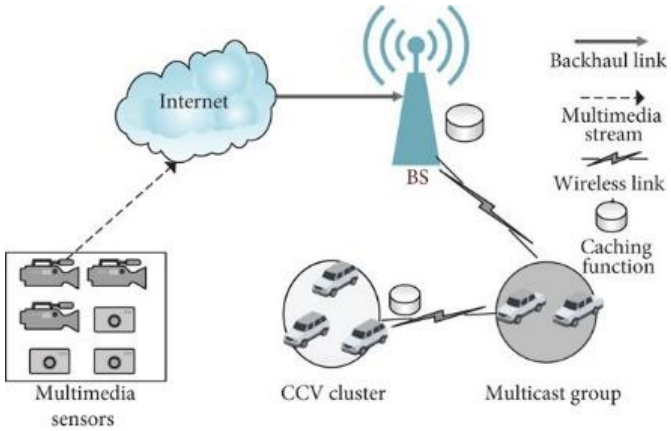
Abstract: In recent years the wireless communication are advance in information technologies in demand of quality and the level of heterogeneity are finds more number of resources. The prompt conjunction of multimedia facilities such as wireless communication in recent years, the rising incorporated wired Wireless system is have been developing pattern of heterogeneity. The multimedia communication system is like an W-LAN are using today wide range communication.

INTRODUCTION

Embedded source coding is a favourable innovation for multimedia communication in miscellaneous situations. A single transmit an array of embedded bit streams to number of peoples. Embedded source coding is a favourable innovation for multimedia communication in miscellaneous situations. A single transmit an array of embedded bit streams to number of peoples. The transmitter stream is accessible for decoding data that can take certain values that offers the data in different quality levels. A popular recommend to combine W-LAN system for high peak data rates with cellular system (UMTS) for wide area coverage and to allow inter system. However, the more important factor for the customer can be installed W-LAN operated by the customer, free of cost for subscription and call chargers.

SYSTEM MODULES

Multimedia system can be represented in system model of vechicular edge networks. Vechicular edge computing is a promising technology support intelligent transport services, smart city application and urban network.



WIDENBAND MULTIMEDIA COMMUNICATION

A Wireless digital recording requires the support of multiple Constant rata streams at specified bit error rates (expressed as ten to negative power) and low delay is the very different to the perviousone. The multimedia communication is segmented into 4
categories,
a) Network Telephone.
b) Data Networking.
c) TV and Radio Boardcasting.
d) ISDN.

IJARCCE ISSN (O) 2278-1021, ISSN (P) 2319-5940

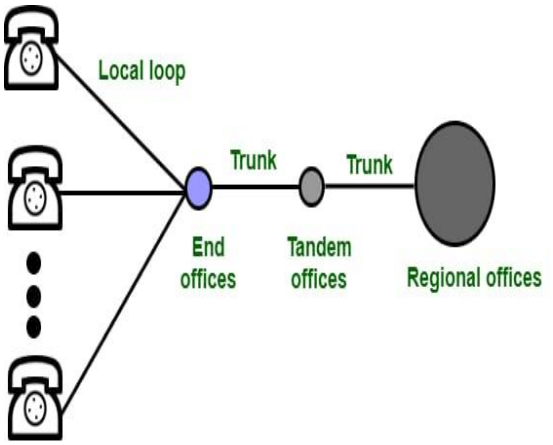
International Journal of Advanced Research in Computer and Communication Engineering

Impact Factor 7.39 ⁜ Vol. 11, Issue 5, May 2022

DOI: 10.17148/IJARCCE.2022.11513

NETWORK TELEPHONE

PSTN (Public Switched Telephone Network) used voice oriented public telephone Network. In recent years PSTN has involved not only voice and high data communication.



TV AND RADIO BOARDCASTING

Television and radio Broadcasing involving the production and performance of news, discovery, cantoon ,etc. Boardcasting is a transmission of audio sometimes with related meta data by radio waves to receivers though a television and radio boardcasing.

COMMUNICATION CHANNGELES

Multimedia communication has been the essential part of human's life style. communication system is growing amount of confidential information. Hugenumber of connected notes in future wireless network, several strategies havebeen proposed to implement communication system need more data rate,less complicated hardware control, system power efficient,low delay network is must inmultimedia wireless communication online social website like Facebook and YouTube allows it's uses to record videos, photos, audio and video from simple hand camera.

ADVERTING INDUSTRY

Advertisement has changing a lot over the past couple of decades is mainly increased use of the internet in business. wireless networks and internet have fundamentally impulsive and adjustable structure. some of the application are new to internet. Over the current years, the region of communication system has arisen to support applications like sitting in front of the television through internet on a PC or watch video on the internet by wireless connection.

IJARCCE ISSN (O) 2278-1021, ISSN (P) 2319-5940

International Journal of Advanced Research in Computer and Communication Engineering

Impact Factor 7.39 ⁜ Vol. 11, Issue 5, May 2022

DOI: 10.17148/IJARCCE.2022.11513

RECEIVER FEATURES

Receiver of design hardware and software for various applications are consumed by end users for multimedia applications success it must be power efficient large storage and capabilities to support multimedia compression it depends on the size and end device can be allow by receiver based streaming application.

INFLUENCING MULTIMRDIA

There are five factors that have an impact using in multimedia,

a) Facilitation
b) Motivation
c) Performance
d) Behavioral
e) Social

FACILITATION AND SOCIAL

Business facilitation the designing and running of successful meeting. Workshop is organizational settings. Social facilitation in the increase in response merely from sound of others making the same movement. Social organisms including humans live collectively in interacting population. Interaction is considered as the exchange of voluntary.

MERITS

Wireless Network is more flexibility and adjustable compared to the wired network. Wireless Network is easy to enlarge and build. It is easy to convey and re-install in other places.

DEMERITS

It has been hacked easily by other sources.Transmission speed is evenly low.

CONCLUSION

A Mobile Telemedicine is one of the liberal innovations of this era. It can be use to offer supplementary health conveniencesha s been utilized of critical circumstances, portable hospitals, individual healthcare and informing consultant to patients sickness, therapy, etc. Multimedia applications voice and video conferencing are broadly used in business communications. In addition, leading to a lack of adequate experiment and analysis for applications used in wireless environments.

REFERENCES

1. Morrison, Ken.Marx, Durkheim, Weber. Formations of modern social thought
2. Matthew Zuras(june 3, 2010), Tech Art history, Part, Switched
3. Einjahr, ein (un-)Wort!(in german) Spiegel online
4. Variety, January 1-7, 1996.