

1. Mark correct statements: eService

- ☐ is a service which can be available 24 hours a day and from anywhere
- ☐ is a service accessible via Internet to drive new revenue streams
- ☐ is a service which creates new (e.g. business) efficiencies
- ☐ is a service which licenses software to users
- ☐ is a service mediated by information technologies

2. Fill in sentence!

$\left(\begin{array}{l} \text{E-banking} \\ \text{E-work} \\ \text{E-commerce} \\ \text{M-banking} \end{array} \right)$ is a service which covers online business activities related to products and services.

3. Assign the abbreviations to the corresponding definitions!

B2B	customers (consumers) offer their products or services online to companies.
B2C	companies conduct transactions with government
C2B	companies sell their products (services) online to other companies
C2C	consumers offer and sell online their goods to other consumers
B2G	companies sell their products and services online to end consumers



4. Mark correct statements! VoIP telephony realizes activities:

- ☐ input data decorrelation
 - ☐ digitization of analog voice signals
 - ☐ entropy reduction
 - ☐ channel setup
 - ☐ voice data encoding
 - ☐ signaling exchange
-

5. Fill in a correct protocol!

$\begin{pmatrix} \text{SIP} \\ \text{TCP} \\ \text{UDP} \\ \text{SCTP} \end{pmatrix}$ is a communication protocol which provides signalization of control for multimedia communication sessions. It is independent on the underlying transport protocol.

6. Choose correct technology!

$\begin{pmatrix} \text{VoIP VPN} \\ \text{IPTV} \\ \text{VoIP} \\ \text{IADs} \end{pmatrix}$ represents multimedia services such as television / video / audio / text / graphics / data delivered over IP-based networks.

7. Fill in sentence!

$\begin{pmatrix} \text{Shiver} \\ \text{Flutter} \\ \text{Glimmer} \\ \text{Jitter} \end{pmatrix}$ is a QoS parameter defined as variations in the packet delays.



8. Choose suitable services and assign them to corresponding types of applications!

Applications	Error tolerant
Interactive	
Sensitive	
Timely	
Non-critical	

- fax
- interactive games
- downloading
- conversational voice and video
- transactions
- telnet
- Usenet
- audio/video streaming
- voice/video messaging

9. Assign WebRTC schemes to corresponding use cases!

WebRTC triangle	data transmission is realized directly between individual partners (peers) which are not connected to the same web server
WebRTC trapezoid	data transmission is realized directly between individual partners (peers) which are connected to the same web server

10. Fill in correct option to the sentence!

$\left(\begin{array}{l} \text{getUserData} \\ \text{getUserMedia} \\ \text{getUserControl} \\ \text{getUserConstraints} \end{array} \right)$ is an interface which creates an access dynamic sources such as microphones and cameras.

