1. Mark correct statements: eService

**x** **is a service which can be available 24 hours a day and from anywhere**

**x** **is a service accessible via Internet to drive new revenue streams**

**x** **is a service which creates new (e.g. business) efficiencies**

□ is a service which licenses software to users

**x** **is a service mediated by information technologies**

1. Fill in sentence!

is a service which covers online business activities related to products and services.

1. 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 |

1. Mark correct statements! VoIP telephony realizes activities:

□ input data decorrelation

**x** **digitization of analog voice signals**

□ entropy reduction

**x** **channel setup**

**x** **voice data encoding**

**x** **signaling exchange**

1. Fill in a correct protocol!

is a communication protocol which provides signalization of control for multimedia communication sessions. It is independent on the underlying transport protocol.

1. Choose correct technology!

represents multimedia services such as television / video / audio / text / graphics / data delivered over IP-based networks.

1. Fill in sentence!

is a QoS parameter defined as variations in the packet delays.

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

|  |  |
| --- | --- |
| **Applications** | **Error tolerant** |
| Interactive | **conversational voice and video** |
| Sensitive | **voice/video messaging** |
| Timely | **audio/video streaming** |
| Non-critical | **fax** |

**– fax**

**– interactive games**

**– downloading**

**– conversational voice and video**

**– transactions**

**– telnet**

**– Usenet**

**– audio/video streaming**

**– voice/video messaging**

1. 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 |

1. Fill in correct option to the sentence!

is an interface which creates an access dynamic sources such as microphones and cameras.