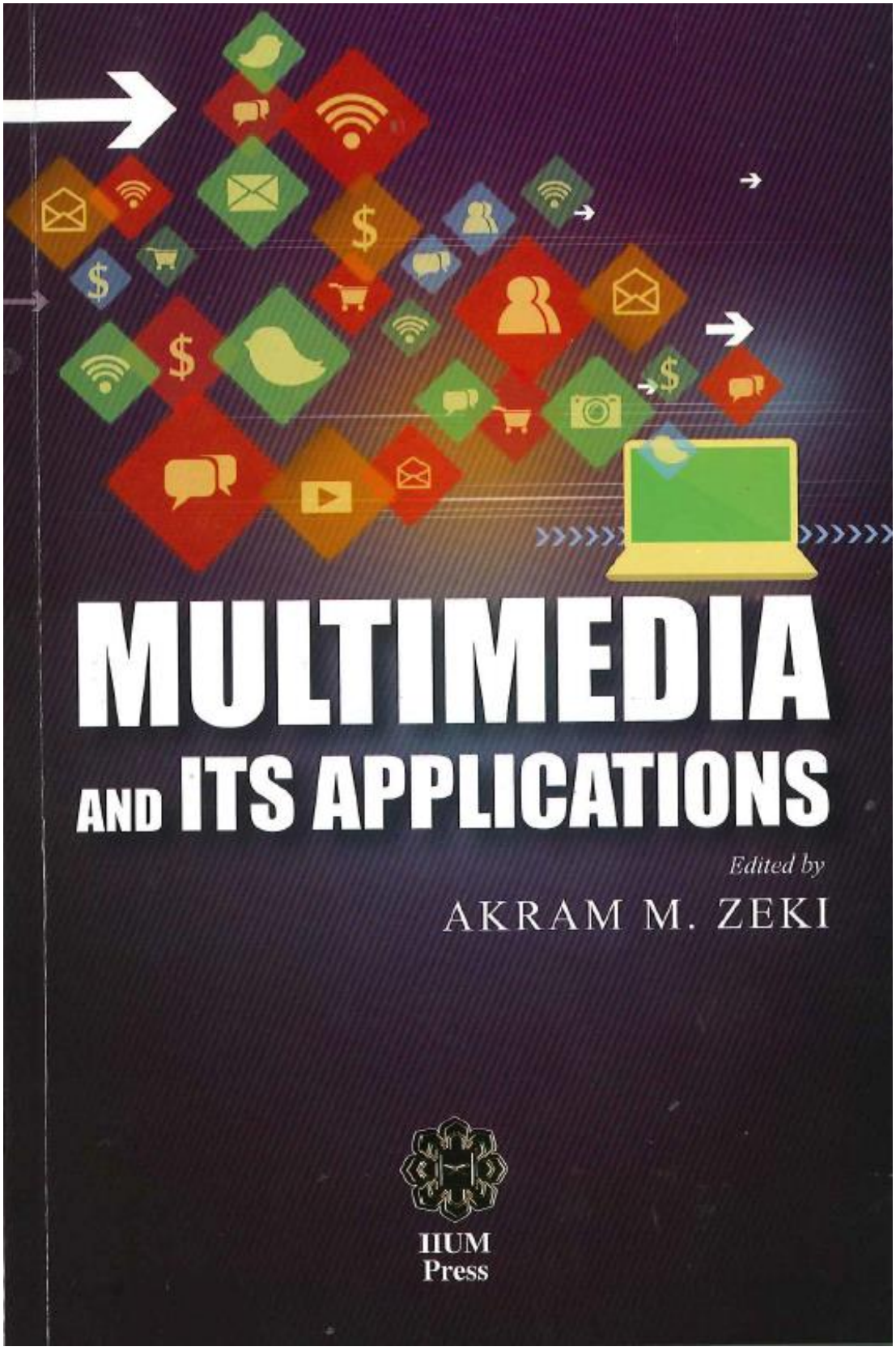
Multimedia


MULTIMEDIA
AND ITS APPLICATIONS
Edited by
AKRAM M. ZEKI
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MULTIMEDIA AND ITS APPLICATIONS

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Chapter 10

Practices of Handling Audio

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Introduction

Digital audio enables the records, storage and processing of sound (Dongge et al., 2001). It allows for flexible handling of stored information, by encoding the information in a signal. This is done by passing sound through an analog-to-digital form and allows for reproduction of uncompressed or compressed sound (Adam et al., 2000). Digital audio information can be a raw bit stream, but it is usually a container format or an audio data format with defined storage layer.

To play an audio file that contains data requires an audio player which exits in different form nowadays. In computers the audio players are mostly depending on operating system compatibility. Some operating system comes with their specific audio player, whereas others do not (Dhanalakshmi et al., 2011). However, certain bodies are dedicated from providing their audio player that is specific to certain operating systems or compatibly to any other operating system (Rongshan et al., 2006; Wei et al., 2010). Audio players bears file extension standard, although some of the audio players that are compatible to any audio file format plays almost all sort of audio files, which may include .MID, . ASF, .WMA, .CDA, and .WAV.

In general, audio players can be categorised into three of which: those that operates on computer (see Figure 10.1), those that are dedicated audio players devices (see Figure 10.2), and those that are used on mobile devices (see Figure 10.3).