Abstract

In this paper we present the design of a multimedia presentation system which permits the dynamic adaptation of the content. The Communicating Adaptive Finite State Machine (CAFSM) presented in this paper, has been used to describe the multimedia streaming and presentation system proposed here. This system is driven by a set of messages that are used for communication and co-ordination among the various component machines which form the system.

Reference


[17] www.engineeringchallenges.org


**Index Terms**

Computer Science

Multimedia

Applications
**Key words**

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