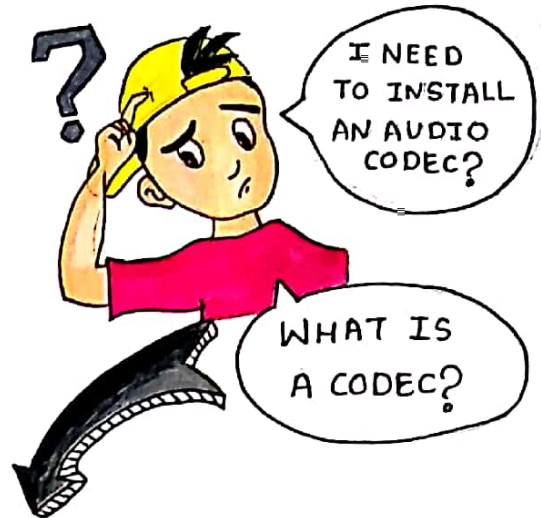
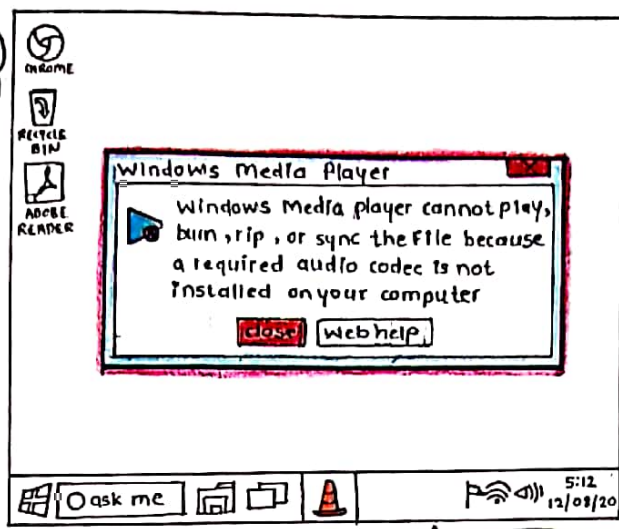


CODEC

Coden + Decoden



CODECS ARE COMPRESSION TECHNOLOGIES. AND HAVE TWO COMPONENTS, AN ENCODER TO COMPRESS THE FILES, AND A DECODER TO DECOMPRESS.

EXAMPLES OF CODECS:

- Audio (AAC, MP3)
- Video (H.264, MPEG-2, VP8)
- Still Images (JPEG, PNG, GIF)



The way around-

- Lossy codecs like MPEG-2 or AAC produce a facsimile of the original file upon decompression, but not the original file. Very useful for streaming a video/audio over low bandwidth internet. (Decent files, High bitrate - HQ Playback)

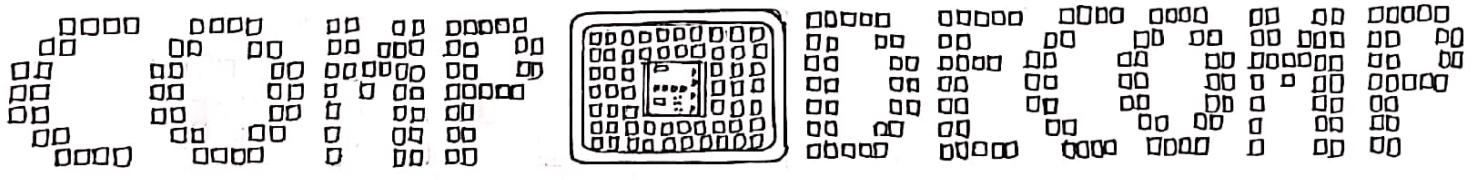
But Why we need to compress? Why can't everything be sent in its original form?

ANS: Yes it can be- Lossless codecs like PKZIP or PNG, reproduce the same exact file as the original upon decompression (but the problem is BIG files, CPU heavy)

Why can't everything use the same codec?

Different codecs optimised for different tasks:

- High Quality
- Better Playback
- Low Latency.



HOW ARE CODECS USED TO CREATE DIGITAL DATA STREAMS?

