

## Mid Semester Examination

Name of the Program: BCA

Semester: VI

Name of the Course: Computer Graphics

Course Code: TBC601

Time: 1-1/2 Hour

Maximum Marks: 50

**Note:**

- (i) Answer **all the questions** by choosing **any one of the sub questions**.
- (ii) Each question carries 10 marks

<b>Q1</b>	(10 marks)	<b>CO1</b>
(a)	Define persistence, resolution, retracing and aspect ratio.	
<b>OR</b>		
(b)	What is the difference between DDA and Bresenham's line generation algorithm?	
<b>Q2</b>	(10 marks)	<b>CO1</b>
(a)	Digitize a line from (10,12) to (15,15) on a raster screen using Bresenham's straight line algorithm.	
<b>OR</b>		
(b)	Explain about Random and Raster scan systems.	
<b>Q3</b>	(10 marks)	<b>CO2</b>
(a)	Explain the Delta-Delta Shadow masking and Beam penetration method of colored system.	
<b>OR</b>		
(b)	(i) Find the refresh rate of a 512X512 frame buffer, if the access time for each pixel is 200 nanoseconds. (ii) Find the amount of memory required by an 8-plane frame buffer each of red, green and blue, having 1024X768 resolution.	
<b>Q4</b>	(10 marks)	<b>CO2</b>
(a)	What is the need of lookup table? Give the organization of a color look up table providing 12 bits per entry, per color for pixel position and with 8 bits per pixel in the frame buffer.	
<b>OR</b>		
(b)	Compare DVST and refresh display. List the properties of phosphor used in CRT monitors.	
<b>Q5</b>	(10 marks)	<b>CO3</b>
(a)	What do you mean by a vector? What are the properties of a vector? How do we perform the mathematical operations using vector? Explain it through proper example.	
<b>OR</b>		
(b)	Explain the properties and working process of following display devices: Plasma panels, LCD and Plotter	