

**St. JOSEPH'S COLLEGE OF ENGINEERING****DEPARTMENT OF IT****ASSIGNMENT-1****UNIT-1****PART-A**

1. What is mean by basic transformation in 2D?
2. What is the significance of the terms, "window" and "viewport" in graphics.
3. Define Random scan/Raster scan displays.
4. What are line caps?
5. What is aspect ratio?
6. Define clipping.
7. What is output primitive?
8. What is aliasing?

**PART-B**

1. Compute the points on the line between(2,10) and (4,0) using Bresenham's line drawing procedure
2. Write down the steps involved in midpoint circle algorithm with an example.
3. Write and explain Cohen-Sutherland line clipping algorithm.
4. (i)Discuss about any two popular antialiasing techniques.  
(ii) Scale a square ABCD A(0,0) B(5,0) C(5,5)D(0,5) two units in X direction and three units in Y direction.