E 3949

(Pages : 2)

Reg. No.....

Name.....

B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, OCTOBER 2016

Third Semester

Core Course—COMPUTER GRAPHICS

(2013 Admission onwards)

Time : Three Hours

Maximum : 80 Marks

Part A (Short Answer Questions)

Answer **all** *questions.*
Each question carries 1 *mark.*

1. Explain rotation ?
2. What is resolution ?
3. Define Random scan/Raster Scan displays.
4. What is shearing ?
5. Define clipping ?
6. List of various Text clipping methods.
7. Explain about B-spline curve ?
8. What is projection ?
9. What is clip window ?
10. What is quad trees ?

(10 × 1 = 10)

Part B (Brief Answer Questions)

Answer any **eight** *questions.*
Each question carries 2 *marks.*

11. Explain about flat panel displays ?
12. List different input devices.
13. Explain line clipping ?
14. Differentiate between raster and vector graphics.
15. Explain about windows and icons.
16. What is meant by refresh buffer and frame buffer ?

Turn over

17. How point clipping is done ?
18. What is orthographic parallel projection ?
19. Explain view distance.
20. What is a line cap ?
21. Define scaling.
22. Define plotters.

(8 × 2 = 16)

Part C (Descriptive/Short Essay Type Questions)

Answer any **six** *questions.*
Each question carries 4 *marks.*

23. What are the steps involved in text clipping ?
24. Write short notes on LCD
25. Write short notes on raster scan displays with neat diagram.
26. Briefly explain about different graphics softwares.
27. Explain DDA line drawing algorithm.
28. What are different constructive geometry construction techniques ?
29. Write a note on window to viewport devices.
30. Explain mid-point circle algorithm.
31. Explain about composite transformation.

(6 × 4 = 24)

Part D (Essay)

Answer any **two** *questions.*
Each question carries 15 *marks.*

32. Explain Bresenham's line drawing algorithm.
33. Briefly describe about logical classification of input devices.
34. Explain in detail about various clipping techniques.
35. What are different interactive picture construction techniques ?

(2 × 15 = 30)