1. Which of the following statements define Computer Graphics?
a) It refers to designing plans
b) It means designing computers
c) It refers to designing images
d) None of the mentioned

2. Among the given scientists/inventor who is known as the father of Computer Graphics?
a) Nikola Tesla
b) Ivan Sutherland
c) Ada Lovelace
d) Marie Curie

3. Which of the following are the features of Computer Graphics?
a) Creation and deletion of images by computer only
b) Deletion and manipulation of graphical images by computer
c) Creation and manipulation of graphics by computer
d) Creation of artificial images by computer only

4. Which of the following is a Computer Graphics type?
a) Raster and Vector
b) Raster and Scalar
c) Scalar only
d) All of the above

5. Who is the first user of computer graphics?
a) William Fetter
b) Ivan Edward Sutherland
c) Ada Lovelace
d) Nicholas Williams

6. Which of the following is the purpose for using clipping in computer graphics?
a) copying
b) zooming
c) adding graphics
d) removing objects and lines

7. Bitmap is a collection of _____ that describes an image.
a) pixels
b) algorithms
c) bits
d) colors

8. Which of the following devices provides positional information to the graphics system?
a) Pointing devices
b) Both Input devices and Pointing devices
c) Output devices
d) Input devices

9. Which of the following is defined as the number of pixels stored in the frame buffer of a graphics system?
a) Resalution
b) Resolution
c) Depth
d) None of the mentioned

10. Which of the following is a primary output device of a graphics system?
a) Printer
b) Scanner
c) Video monitor
d) Neither Scanner nor Video monitor

11. Which of the following is used in graphics workstations as input devices to accept voice commands?
a) Speech recognizers
b) Touch panels
c) None of the mentioned
d) All of the mentioned

12. What is the use of voice system input?
a) To enter data
b) To initiate graphics operation and also to enter data
c) To initiate graphics operation
d) None of the mentioned

13. What does an aspect ratio mean?
a) Ratio of vertical points to horizontal points
b) Ratio of vertical points to horizontal points and horizontal points to vertical points
c) Number of pixels
d) Ratio of horizontal points to vertical points

14. Which devices provides positional information to the graphics system ?
a) Input devices
b) Output devices
c) Pointing devices
d) Both a and c

15. The number of pixels stored in the frame buffer of a graphics system is known as
a) Resolution
b) Depth
c) Ratio
d) Both a and b

16. In graphical system, the array of pixels in the picture are stored in
a) Memory
b) Frame buffer
c) Processor
d) All of the mentioned

17. Heat supplied to the cathode by directing a current through a coil of wire is called
a) Electron gun
b) Electron beam
c) Filament
d) Anode and cathode

18. The maximum number of points that can be displayed without overlap on a CRT is referred
as
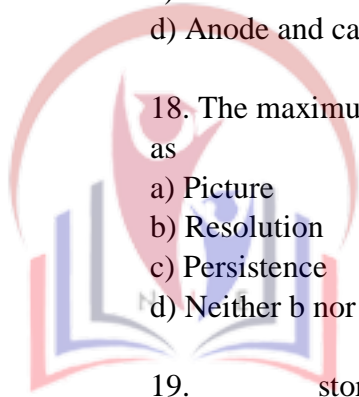a) Picture
b) Resolution
c) Persistence
d) Neither b nor c

19. _____ stores the picture information as a charge distribution behind the phosphor-coated
screen.
a) Cathode ray tube
b) Direct-view storage tube
c) Flat panel displays
d) 3D viewing device

20. The devices which converts the electrical energy into light is called
a) Liquid-crystal displays
b) Non-emitters
c) Plasma panels
d) Emitters

21. The process of digitizing a given picture definition into a set of pixel-intensity for storage in the frame buffer is called
a) Rasterization
b) Encoding
c) Scan conversion
d) True color system

22. Which display devices allows us to walk around an object and view it from different sides.
a) Direct view storage tubes
b) Three-dimensional devices
c) Flat panel display devices
d) Plasma panel display devices

23. In LCD, the refresh rate of the screen is
a) 60 frames/sec
b) 80 frames/sec
c) 30 frames/sec
d) 100 frames/sec

24. Random-scan system mainly designed for
a) Realistic shaded screen
b) Fog effect
c) Line-drawing applications
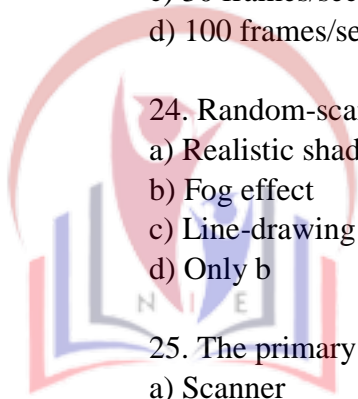d) Only b

25. The primary output device in a graphics system is_____
a) Scanner
b) Video monitor
c) Neither a nor b
d) Printer

26. On a black and white system with one bit per pixel, the frame buffer is commonly called as
a) Pix map
b) Multi map
c) Bitmap
d) All of the mentioned

27. The most commonly used input device is
a) Mouse
b) Keyboard
c) Scanner
d) Printer

28. The device which is used to position the screen cursor is
a) Mouse
b) Joystick
c) Data glove
d) Both a and c

29. _____ is used for detecting mouse motion.
a) Optical sensor
b) Rollers on the bottom of mouse
c) Both a and b
d) Sensor

30. Which is the device that is constructed with the series of sensors that detects hand and finger motion?
a) Digitizers
b) Data glove
c) Joystick
d) Track ball

31. _____ allows screen positions to be selected with the touch of a finger.
a) Touch panels
b) Image scanner
c) Light pen
d) Mouse

32. What voice the use of voice system?
a) To initiate graphics operation
b) To enter data
c) Neither a nor b
d) Both a and b

33. The quality of a picture obtained from a device depends on
a) Dot size
b) Number of dots per inch
c) Number of lines per inch
d) All of the mentioned

34. Which of the following device is not the input device?
a) Trackball and space ball
b) Data glove
c) Only d
d) Impact printers
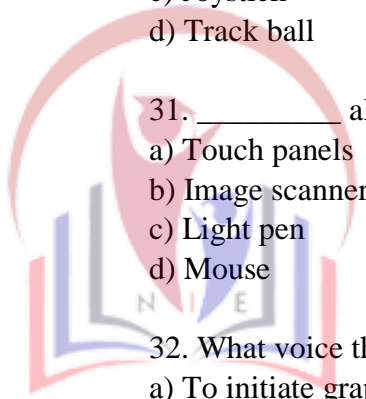
35. Find out the aspect ratio of the raster system using 8 x 10 inches screen and 100 pixel/inch.
a. 10:8
b. 10:4
c. 4:5
d. 5:4

36. Suppose an RGB raster system is to be designed using 8-inch by 10- inch screen with a resolution of 100 pixels per inch in each direction . If we wont to store 9 bit per pixel in the frame buffer . How much storage (in byte) do we need for the frame buffer ?
a. 4000 bytes
b. 900000 bytes
c. 800000 bi
d. 9000 bytes

37. A system with 24 bits per pixel and resolution of 1024 by 1024. Calculate the size of frame buffer (in Megabytes).
a. 10 MB
b. 3 MB
c. 5 MB
d. 2 MB