

Graphics & Multimedia

① → Input Devices :

- ↳ Scanner
- ↳ Track ball
- ↳ Graphic digitizer
- ↳ Joystick
- ↳ Graphics table
- ↳ Touch Panel
- ↳ Light pen
- ↳ Speech recognition system

② → Output Devices :

- ↳ Printer & It's type & Plotter

③ → Display
~~is computer~~ Define various types of display using
in computer graphics application

④ → What is digital video, video and their types

⑤ → Various type of video compression tool

(MPG 1, MPG 2, MPG 3)

⑥ → Define the display devices

- | | |
|---------------------------|--------------|
| ① Raster scan display | ④ Flat panel |
| ② Random " " | ⑤ 3D viewing |
| ③ Direct view string tube | devices. |

3D viewing device (Resonance, Pixels, Aspect ratio)

② → CRT- Define its Component

⑧ → Define Scan Conversion Algorithm for straight line & proof (2 parts)

⑥ → Define Circle (Parametric, Polynomial)

⑩ → What is plasma (Inside Tube)

11 Q ~~Draw~~^{To} digital-line as a line from point $(0, 2)$ & ~~draw~~^{to} point $(4, 5)$

12 Q ~~$X_{start} = 0$~~ ^{$X_{start} = 0$} , $X_{end} = -4$
 $Y_{start} = 0$, $Y_{end} = -8$

Find out how using Algo the pixel location approx lies between given point.