F–6100

Sub. Code
7BCE6C2

B.Sc. DEGREE EXAMINATION, NOVEMBER 2021.

Sixth Semester

Computer Science

COMPUTER GRAPHICS

(CBCS – 2017 onwards)

Time : 3 Hours Maximum : 75 Marks

Part A (10 × 2 = 20)

Answer **all** questions.

1. What is meant by line and line segment?

2. Define vector

3. How will you create polygons?

4. What are the display devices?

5. What are the types of transformations?

6. What is meant by inverse transformation?

7. What is meant by clipping?

8. What is the principle used in Sutherland Hodgman algorithm?

9. What are the input devices used in interaction.

10. What is meant by echoing?

Part B (5 × 5 = 25)

Answer **all** questions, choosing either (a) or (b).

11. (a) Explain about the Antialiasing lines .

Or

(b) Write about the, display the frame Buffer.

12. (a) Explain about the flood fill, boundary fill algorithm.

Or

(b) Explain the polygon Representations.

13. (a) Describe about the rotation in an arbitrary point.

Or

(b) Describe the segment table in detail.

14. (a) Describe the Adding clipping to the system.

Or

(b) Explain about the multiple windowing in detail.

15. (a) Explain the simulating a pick with a locator.

Or

(b) Explain the input – Device handling Algorithms in detail.

Part C (3 × 10 = 30)

Answer any **three** questions.

16. Describe about the Bresenham's Algorithm.

17. Describe the display file interpreter a display file structure.

18. Explain about co-ordinate transformations.

19. Explain about the cohen Sutherland clipping algorithm.

20. Describe about the sampled devices in detail.

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