



BW-1674-1675 Seat No. _____

B. C. A. (Sem. - IV) Examination

April / May - 2014

(1) BCA - 404 : Computer Graphics

(Elective - I)

(2) BCA - 404 : Operating System

(Elective - II) (New Course)

Time : 3 Hours]

[Total Marks : 70

(1) BCA - 404 : Computer Graphics

(Elective - I)

- 1 (a) Do as directed : 6
- (i) What is Computer graphics ?
 - (ii) Define term Resolution.
 - (iii) What is Raster scan display ?
 - (iv) List out Input devices.
 - (v) Define Bitmap in graphics.
 - (vi) Define term Persistence.
- (b) Attempt the following : (any three) 12
- (i) Explain CRT (Cathode Ray Tube)
 - (ii) Explain Random-scan display in detail.
 - (iii) Explain Application of Computer graphics.
 - (iv) Explain Output devices in detail.
- 2 (a) Do as directed : 5
- (i) Define term line in computer graphics.
 - (ii) Define Character attribute.
 - (iii) What is Antialiasing ?
 - (iv) What is Grayscale ?
 - (v) Define Cell array in computer graphics.

- (b) Attempt the following : (any three) **12**
- (i) Explain Boundary fill algorithm.
 - (ii) Explain Bresenham's algorithm.
 - (iii) Write scan line polygon fill algorithm.
 - (iv) Explain flood fill algorithm.
- 3** (a) Do as directed : **6**
- (i) Define term translation.
 - (ii) What is Scaling ?
 - (iii) Define term Shear.
 - (iv) What is Reflection ?
 - (v) Define Term Rotation.
 - (vi) Transformation in which object is moved in a minimum distance path from one position to another is called_____.
- (b) Attempt the following : (any three) **12**
- (i) Write short note on translation transformation.
 - (ii) Explain composite transformation.
 - (iii) Explain Matrix representation and homogeneous coordinates in detail.
 - (iv) Explain scaling transformation.
- 4** (a) Do as directed : **5**
- (i) What is text clipping ?
 - (ii) Define term viewing pipeline.
 - (iii) Define term window.
 - (iv) What is viewport ?
 - (v) What is point clipping ?
- (b) Attempt the following : (any three) **12**
- (i) Explain line clipping algorithm.
 - (ii) Explain Sutherland-Hodgeman polygon clipping algorithm.
 - (iii) Explain curve clipping in detail.
 - (iv) Explain viewing coordinate reference frame in detail.

(2) BCA - 404 : Operating System
(Elective - II) (New Course)

- 1** (a) Attempt the followings : **6**
- (i) What is system call ?
 - (ii) Define : Buffering.
 - (iii) What is multithreading ?
 - (iv) What is difference between CUI and GUI ?
 - (v) Define : Batch Processing
 - (vi) Define : Operating System.
- (b) Answer the following questions : (any three) **12**
- (i) Which are the types of OS ? Explain distributed OS in detail.
 - (ii) What is kernal ? Explain types of kernal.
 - (iii) Explain the functions of OS in detail.
 - (iv) Explain layered system approach of OS in detail.
- 2** (a) Attempt the followings : **5**
- (i) What is the task of dispatcher ?
 - (ii) Define : Waiting time.
 - (iii) Define : Starvation.
 - (iv) _____ algorithm is suitable for time-sharing OS.
 - (v) Define : race condition.
- (b) Answer the following questions : (any three) **12**
- (i) What is process ? Explain state transition diagram of a process.
 - (ii) What is scheduler ? Explain types of schedulers in detail.
 - (iii) Explain Round Robin algorithm with proper example.
 - (iv) Consider the following set of processes with the length of CPU burst time given in milliseconds.

Process	Arrival Time	Burst Time
P ₁	0	7
P ₂	2	4
P ₃	4	1
P ₄	5	4

Calculate Average Turn around time and Average Waiting time using preemptive SJF algorithm.

- 3 (a) Attempt the followings : 6
- (i) What is the difference between thread and process ?
 - (ii) What is critical section problem ?
 - (iii) What is deadlock recovery ?
 - (iv) Define : busy waiting
 - (v) Define : deadlock
 - (vi) List the necessary conditions to occur deadlock.
- (b) Answer the following questions : (any two) 12
- (i) What is semaphore ? Explain types of semaphore in detail.
 - (ii) Explain deadlock detection in detail.
 - (iii) Explain thread synchronization in detail.
- 4 (a) Attempt the following : 5
- (i) Write full form of ATU.
 - (ii) What is swapping ?
 - (iii) Define : Demand Paging
 - (iv) Define : Page fault
 - (v) What is disk defragmentation ?
- (b) Answer the following questions : (any two) 12
- (i) Explain Paging in detail.
 - (ii) What is fragmentation ? Explain with its types.
 - (iii) Explain segmentation in detail.