

Question Bank PT1

Term : Jan2023-May 2023

Sub: Computer Graphics (CGR198920)

Sem : 4th CSE DIV A

Unit 1

1. Architecture diagram of Basic Graphic System (3-4mks)
2. Driving factors and features of Computer Graphics (3mks)
4. Brief two examples and Applications of CG of Interactive CG (3-4 mks)
5. Random Scan display basic working with example (4mks)
6. Raster scan display basic working with example (4mks)
7. Explain how pixel bits can produce multiple shades for RGB (3-4mks)
9. Advantages and disadvantages of Random scan display and Raster scan display (3-4mks)
10. Distinguish b/w Random scan and Raster scan based on parameters. (3-4mks)
11. Definition Classification and explanation of resolution, Pixel (3mks)
12. Basic working of frame buffer and display file interpreter (4-6mks)
13. Beam penetration method and Shadow mask method with diagram advantages Disadvantages (4mks)
14. DVST working with diagram and advantages Disadvantages (4mks)

Unit 2

15. Numerical based on equation $y=mx+b$ (3mks)
16. DDA Line drawing algm steps and numerical based on it (4-6mks)
17. Bresenham line drawing algm steps and numerical based on it(4-6mks)
18. Advantages and disadvantages of DDA Line drawing algm and Bresenham's Line drawing Alg . (2-3mks)
- 19 DDA circle drawing algm steps and numerical based on it (4-6mks)
20. Bresenhams circle generation algm steps and numerical based on it (4-6mks)
- 21 . midpoint circle generation algm steps and numerical based on it (4-6mks)

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