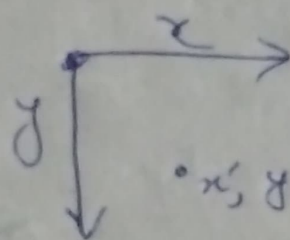
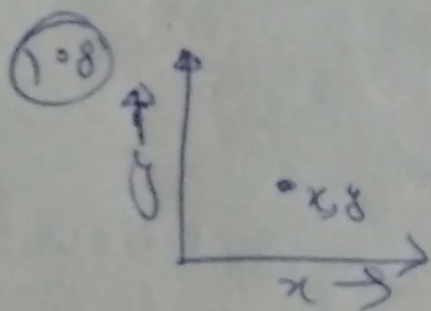


107. $\left(\frac{800-512}{2}, \frac{600-512}{2} \right)$
 $= (144, 44)$



x remains same
 $y' = \text{max}_y - y'$
 as it is just reversed

① Screen resolution 8" x 10" with 100 pixels in each direction.
 If we want to store 6 bits per pixel in the frame buffer
 how much storage in bytes do we need for the frame buffer?
 Calculate aspect ratio.

Resolution in pixels $= (8 \times 100) \times (10 \times 100)$ pixels
 $= 800 \times 1000$ pixels

Required frame buffer size $= 800 \times 1000 \times 6$ bits
 $= \frac{800 \times 1000 \times 6}{8}$ bytes
 $= 6 \times 10^5$ bytes

Aspect Ratio $= \frac{\text{width}}{\text{height}} = \frac{800}{1000} = \frac{4}{5}$
 $= 4:5$

- ② How long could it take to load a (640×480) frame buffer with 12-bits per pixel, if 10^5 bits can be transferred per second? How long would it take to load a 24-bit per pixel frame buffer with a resolution of 1280 by 1024 using the same transfer rate?

$$\begin{aligned}\text{size of frame buffer} &= 640 \times 480 \text{ pixels} \\ &= 640 \times 480 \times 12 \text{ bits}\end{aligned}$$

$$[1 \text{ pixel} \Rightarrow 12 \text{ bits}]$$

$\therefore 10^5$ bits take 1 second to transfer

$$\begin{aligned}\therefore \text{Time needed to transfer } 640 \times 480 \times 12 \text{ bits} \\ &= \frac{640 \times 480 \times 12}{10^5}\end{aligned}$$

$$= 36.864 \text{ sec.}$$

- ③ Consider a raster system with resolution 640×480 . How many pixels could be accessed per second in each of these systems by a display controller that refreshes the screen at a rate of 60 frames per second. What is the access time per pixel?

$$\text{Resolution} = 640 \times 480$$

$$\therefore \text{No. of pixels in one frame} = 640 \times 480 = 307200$$

$$\therefore \text{Controller can access 60 frames in 1 sec}$$

$$\therefore \text{Total no. of pixels accessed} = 60 \times 307200 = 18432000 / \text{sec}$$

$$\begin{aligned}\text{Access time per pixel} &= 1 / \text{total pixels accessed per sec.} \\ &= 5.4 \times 10^{-8} \text{ sec/pixel}\end{aligned}$$

- ④ How much time is spent scanning across each row of pixels during screen refresh on a raster system with a resolution of 1280 by 1024 and a refresh rate of 60 frames per second?

$$\text{Resolution} = 1280 \times 1024$$

$$\therefore 1024 \text{ scan lines}$$

$$\text{Refresh Rate} = 60 \text{ frames/sec}$$

$$\therefore 1 \text{ frame contains } 1024 \text{ scan lines}$$

60 frames takes 1 sec for refreshing

\therefore 1 frame takes $\frac{1}{60}$ sec

1024 scan lines = $\frac{1}{60}$ sec

$$1 \text{ scan line} = \frac{1}{60} \times 1024 \text{ sec} \\ = 58 \text{ ms}$$

⑤ what is the resolution of a 2x2 inch image with a 512x512 pixels?

Image size = 2x2 inches

Pixels = 512x512 pixels

$$\therefore \text{Resolution} = \frac{512}{2} = 256 \text{ pixels/inch}$$

⑥ what is the size of a 640x480 image at 240 pixels per inch?

$$\text{size of image} = \frac{640}{240} \text{ by } \frac{480}{240}$$

$$= \frac{8}{3} = 2\frac{2}{3} \text{ by } 2 \text{ inches}$$

⑦ An image has a height of 3 inches and an aspect ratio of 2:5. What is the width?

$$\text{width} = 2:5 \times 3 = 7.5 \text{ inches}$$