

RAJARATA UNIVERSITY OF SRI LANKA FACULTY OF APPLIED SCIENCES

BSc in Information Technology Second Year – Semester I Examination – July/August 2023

ICT 2403 - GRAPHICS AND IMAGE PROCESSING

There are Twenty (20) MCQ questions in part A and Four (04) essay questions in part B

Answer the ALL questions.

printed on Five (05) pages.

Time: Three (03) hours

	 Write the English letter of the most suitable or correct answer for each MCQ question a with the question number. 							
	•	Calculators are allowed	**************************************		ार्ट सीराज्यु के बराईया	un sulf ta		
		PART A						
	1.	The smallest element res	sulting from the discre B) A bit		tion of the image sp A byte	ace is called; D) A matrix		
V	2.	Which wave type carries A) Ultraviolet	s more energy? B) X-rays	C)	Gamma rays	D) Microwaves		
	3.	To map a narrow range we use, A) Negative Intensity T B) Power-law Intensity	ransformation	C)		ity Transformation		
/	4.	Which technique is com A) Image segmentation B) Image registration	-	C)	ge noise in digital i Image filtering Image edge detect	teni deropit di		
	5.	What does the term "his A) Adjusting image con B) Changing the image C) Converting a color in D) Rotating the image by	ntrast resolution mage to grayscale	refe	r to in digital image	processing?		
	6.		is used to alter the siz B) Rotation		an object is Translation	D) Reflection		
	7.	Which method is used to A) Image restoration	nich method is used to extract relevant features from an image in digital image processing?					
	m l	B) Image enhancement			Image segmentation Image reconstruct			

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8.	What is the purpose of morphological operation A) Image smoothing B) Image sharpening	C)	in digital image processing? Image scaling Image shape analysis	
9.	Which of the following in an image can be ren A) Smooth transitions of gray levels B) Smooth transitions of brightness levels	C)	ed by using smoothing filter? Sharp transitions of gray levels Sharp transitions of brightness levels	
10.	Which one of the following filters is nonlinear A) Gaussian Filter B) Averaging Filter	C)	Laplacian Filter Median Filter	
11.	Which of the following is not a non-interactive A) Screen savers B) Brochure		omputer graphic? Computer game D) Cartoon	
12.	If the scaling factors values s _x and s _y are assign A) Uniform rotation is produced B) Uniform scaling is produced	ned	the same value then C) Scaling cannot be done D) Rotation cannot be done	1
13.	What does the term "bit depth" refer to in digit A) The number of pixels in an image B) The size of the image file in bytes C) The number of bits used to represent each D) The color space of the image			
14.	Dilation can be used for A) Bridging gaps B) Compression	C)	Decompression D) Translation	
15.	What is the purpose of anti-aliasing in comput A) Enhancing image contrast B) Reducing image noise	C)	graphics? Adding motion blur to animations Minimizing jagged edges in images	
16.	Edge detection in images is commonly accompthe image field. A) Multiplication B) Integration	plisl		6
17.	On raster system, lines are plotted with A) Lines B) Dots		Pixels D) Curves	
18.	An accurate and efficient raster line-drawing a A) DDA algorithm B) Mid-point algorithm	C)	•	
19.	What is DPI with respect to printers? A) Dots Per Image B) Dots Per Inch	C)	Digital Picture Image Digital Picture Information	
20.	Representation types of Computer Graphics and A) Scalar and Raster B) Vector and Raster	re; C)	Vector and Scalar Cluster and Raster (20 marks)	

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PART B

1. a) In addition to frequency, three (03) basic quantities are used to describe the quality of a chromatic light source. What are they? Explain them briefly.

(06 marks)

b) An uncompressed color image (in RGB color model) has a pixel resolution of 1200×800. Calculate the number of megabytes required to store this image.

(04 marks)

c) List three types of spatial resolutions. State who use such spatial resolutions or on which purpose they are used.

(03 marks)

d) Suppose that a 3-bit image of size 64×64 pixels has the intensity distribution shown in the following table.

Input intensity values (r_k)	Frequency (n_k)
$r_0 = 0$	550
$r_1 = 1$	1062
$r_2 = 2$	906
$r_3 = 3$	586
$r_4=4$	432
$r_5 = 5$	224
$r_6 = 6$	152
$r_7 = 7$	184

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I. Equalize the given intensity distribution using Histogram Equalization. (You may use a table to summarize the calculations)

(05 marks)

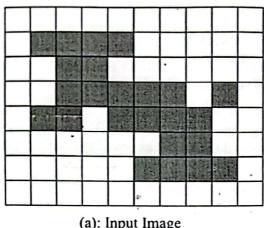
II. Show how many input pixels in each input intensity level are mapped to output intensity levels.

(02 marks)

2. a) There are three types of image enhancement operations, namely; point operations, local operations and global operations. Explain how they work using suitable examples. State image enhancement techniques categorized under each operation type.

(09 marks)

b) Apply "opening" morphological operation $f \circ s = (f \ominus s) \oplus s$ for the binary image depicted in Figure (a) using the structuring element given in Figure (b). Assume that f denotes the image in Figure (a) and s denotes the structuring element shown in Figure (b). Further, the gray pixels represent ON pixels (1) and the white pixels represent OFF pixels (0) for easiness. Show intermediate steps.





(b): Structuring Element

(a): Input Image

(05 marks)

Noises in digital images arise during image acquisition and/or transmission. Name two noise types and briefly explain them. Name suitable filters to remove each type of noise mentioned by you. --

3. de a) What are the three (03) basic sensor arrangements used in image sensing process?

(Vou may use figures in your explanation)

(06 marks)

b) What is image segmentation? Explain the usage of image segmentation in image analysis and knowledge generation process.

(04 marks)

Draw shapes of histograms for following images.



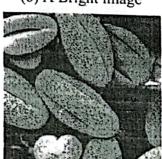
(a) A dark image



(b) A Bright image



(c) A low-contrast image



(d) A high contrast image

(04 marks)

Generate the output image using geometric mean filter (3 × 3) on given input image. Use zero padding at the edges of input image.

123	127	128	119	115	130
140	145	148	153	167	172
133	154	183	192	194	191
194	199	207	210	198	195

(06 marks)

- 4. a) What is scan conversion? How is it done? Explain using examples. (05 marks)
 - b) List two (02) application areas of computer graphics. Explain them briefly and clearly mention a real-world example for each application area.

(06 marks)

c) The DDA Line Algorithm is shown here.

```
Procedure LineDDA (x_1, x_n, y_1, y_n: integer)
          d_x, d_y, step, i as integer
           x_{inc}, y_{inc}, x, y as real
d_{\mathbf{x}} = x_n - x_1
d_{\mathbf{y}} = y_n - y_1
           if ahs(d_x) > abs(d_y) then
                     step = abs(d_r)
           else
                     step = abs(d_v)
x = x_1
putpixel(round(x),round(y))
x_{inc} = d_x/step
y_{inc} = d_y/step
          for l = 1 to step do
                     x = x + x_{inc}
                     y = y + y_{inc}
                     putpixel(round(x), round(y))
          End for
End
```

Trace this algorithm for the line with endpoints (3, 3) and (15, 9). Draw the output. (You may use a table to summarize the calculations)

(09 marks)

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