<u>Unit – 01 : Computer Graphics</u>

1. Which of the following statements define Computer Graphics?

- a) It refers to designing plans
- b) It means designing computers
- c) It refers to designing images
- d) None of the mentioned

Answer: c

2. Among the given scientists/inventor who is known as the father of Computer Graphics?

- a) Nikola Tesla
- b) Ivan Sutherland
- c) Ada Lovelace
- d) Marie Curie

Answer: b

3. Which of the following are the features of Computer Graphics?

- a) Creation and deletion of images by computer only
- b) Deletion and manipulation of graphical images by computer
- c) Creation and manipulation of graphics by computer
- d) Creation of artificial images by computer only

Answer: c

4. Which of the following is a Computer Graphics type?

- a) Raster and Vector
- b) Raster and Scalar
- c) Scalar only
- d) All of the above

Answer: a

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5. Which of the following plane is used for 2D transformations?

- a) Three-dimensional plane
- b) Two-dimensional plane
- c) One-dimensional plane
- d) Four-dimensional Plane

Answer: b

6. Which of the following is a Computer Graphics Curve?

- a) Bezier Curves
- b) Implicit Curves
- c) Explicit Curves
- d) All of the above

Answer: d

7. Who is the first user of computer graphics?

- a) William Fetter
- b) Ivan Edward Sutherland
- c) Ada Lovelace
- d) Nicholas Williams

Answer: a

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- 8. Which of the following is the purpose for using clipping in computer graphics?
 - a) copying
 - b) zooming
 - c) adding graphics
 - d) removing objects and lines

Answer: d

9. In a graphical system, an array of pixels in the picture are stored in which of the following locations?

- a) Frame buffer
- b) Processor

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- c) Memory
- d) All of the mentioned

Answer: c

10. Curves in computer graphics is primarily used for which of the following function?

- a) To draw different types of objects onto the screen
- b) Zooming out a picture
- c) Copying a picture
- d) Zooming in a picture

Answer: a

11 type	s of translation	are present in	computer	graphics.
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- a) 5
- b) 3
- c) 4
- d) 6

Answer: b

12. Bitmap is a collection of ______ that describes an image.

- a) pixels
- b) algorithms
- c) bits
- d) colors

Answer: a

13. Which of the following devices provides positional information to the graphics system?

- a) Pointing devices
- b) Both Input devices and Pointing devices
- c) Output devices
- d) Input devices

Answer: b

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- a) Printer
- b) Scanner
- c) Video monitor
- d) Neither Scanner nor Video monitor

Answer: c

15. Which of the following is used in graphics workstations as input devices to accept voice commands?

- a) Speech recognizers
- b) Touch panels
- c) None of the mentioned
- d) All of the mentioned

Answer: a



- a) editing
- b) cutting
- c) plucking
- d) clipping

Answer: d



17. Among the following process, which process is known as the elimination of parts of a scene outside a window or a viewport?

- a) editing
- b) plucking
- c) cutting
- d) clipping

Answer: d

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18. Which of the following is commonly known as frame buffer on a black and white system with one bit per pixel?

- a) Bitmap
- b) Pix map
- c) Multi map
- d) All of the mentioned

Answer: a

Explanation: The bit map frame buffer is always 1 bit per pixel.

19. Which of the following algorithm is a faster method for calculating pixel positions?

- a) Parallel line algorithm
- b) Mid-point algorithm
- c) DDA line algorithm
- d) Bresenham's line algorithm

Answer: c

20. What does an aspect ratio mean?

- a) Ratio of vertical points to horizontal points
- b) Ratio of vertical points to horizontal points and horizontal points to vertical points
- c) Number of pixels
- d) Ratio of horizontal points to vertical points

Answer: b

21. Which of the following is a correct abbreviation of DDA algorithm?

- a) Data differential analyzer
- b) Direct differential analyzer
- c) Digital difference analyzer
- d) Digital differential analyzer

Answer: d

Explanation: DDA stands for the digital differential analyzer.

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