Started on	Wednesday, 4 August 2021, 5:33 PM
State	Finished
Completed on	Wednesday, 4 August 2021, 5:56 PM
Time taken	23 mins 12 secs
Grade	**30.00** out of 30.00 (**100**%)

Question 1

Correct

Mark 1.00 out of 1.00

The smallest addressable display element is called as a

- a. Point
- b. Segment
- c. Dot
- d. Pixel ✔

Your answer is correct.

The correct answer is:
Pixel

Question 2

Correct

Mark 1.00 out of 1.00

The number of pixels in a computer screen is

- a. Pixel
- b. Aspect Ratio
- c. Resolution ✔
- d. Persistance

Your answer is correct.

The correct answer is: Resolution

Question 3

Correct

Mark 1.00 out of 1.00

Picture definition is stored as a set of line drawing commands in an area of memory called as

- a. Frame buffer
- b. Refresh display file ✔
- c. Cache memory
- d. Main memory

Your answer is correct.

The correct answer is:
Refresh display file

Question 4

Correct

Mark 1.00 out of 1.00

Which of the following is a main element of video monitor?

- a. Light Pen
- b. Mouse
- c. Cathode Ray Tube ✔
- d. Keyboard

Your answer is correct.

The correct answer is:
Cathode Ray Tube

Question 5

Correct

Mark 1.00 out of 1.00

In a random scan display, how many times all definitions of pictures are drawn ?

- a. 60-120 times / second
- b. 30-60 times / second ✔
- c. 10-30 times / second
- d. 120-240 times / second

Your answer is correct.

The correct answer is:
30-60 times / second

Question 6

Correct

Mark 1.00 out of 1.00

Which of the following is an example of emissive display ?

- a. LCD
- b. Mouse
- c. LED ✔
- d. Keyboard

Your answer is correct.

The correct answer is: LED

Question 7

Correct

Mark 1.00 out of 1.00

Which of the following is an advantage of Bresenham line drawing algorithm ?

- a. Involves integer arithmetic ✔
- b. None of the above
- c. Round the calculated pixel value to nearest integer
- d. Involves floating point arithmetic

Your answer is correct.

The correct answer is:
Involves integer arithmetic

Question 8

Correct

Mark 1.00 out of 1.00

Which of the following is a possible method for smoothly joining two-line segments ?

- a. Cap join
- b. Button join
- c. Area join
- d. Mitter join ✔

Your answer is correct.

The correct answer is:
Mitter join

Question 9

Correct

Mark 1.00 out of 1.00

Which of the following is not an attribute of Output primitive Line ?

- a. Orientation ✔
- b. Width
- c. Type
- d. Color

Your answer is correct.

The correct answer is:
Orientation

Question 10

Correct

Mark 1.00 out of 1.00

What is the name of the technique that is used for smoothing the image or roughness in sound caused by aliasing ?

- a. Overstriking
- b. Sampling
- c. Smoothening
- d. Antialiasing ✔

Your answer is correct.

The correct answer is:
Antialiasing

Question 11

Correct

Mark 1.00 out of 1.00

What is the initial decision parameter of Bresenham line drawing algorithm ?

- a. P0 = 2dy
- b. P0 = 2dx
- c. P0 = 2dy-dx ✔
- d. P0 = 2(dy-dx)

Your answer is correct.

The correct answer is:
P0 = 2dy-dx

Question 12

Correct

Mark 1.00 out of 1.00

In circle generation algorithm if fcircle (x,y) > 0

- a. (x,y) lies inside the circle boundary
- b. (x,y) lies within the circle boundary
- c. (x,y) lies outside the circle boundary ✔
- d. (x,y) lies on the circle boundary

Your answer is correct.

The correct answer is:
(x,y) lies outside the circle boundary

Question 13

Correct

Mark 1.00 out of 1.00

The number of colors that can be displayed with 6 bits of storage per pixel is

- a. 32
- b. 128
- c. 64 ✔
- d. 16

Your answer is correct.

The correct answer is:
64

Question 14

Correct

Mark 1.00 out of 1.00

Which of the following is not a basic transformation ?

- a. Reflection ✔
- b. Rotation
- c. Translation
- d. Scaling

Your answer is correct.

The correct answer is:
Reflection

Question 15

Correct

Mark 1.00 out of 1.00

What is the name of the translation pair (tx,ty) ?

- a. translation vector ✔
- b. ty vector
- c. tx vector
- d. transformation vector

Your answer is correct.

The correct answer is:
translation vector

Question 16

Correct

Mark 1.00 out of 1.00

What is the the intensity code for color black in a 4 level grayscale system ?

- a. 00 ✔
- b. 01
- c. 10
- d. 11

Your answer is correct.

The correct answer is:
00

Question 17

Correct

Mark 1.00 out of 1.00

What is the formula for xinc in DDA algorithm ?

- a. dx-steps
- b. dx+steps
- c. steps/dx
- d. dx/steps ✔

Your answer is correct.

The correct answer is:
dx/steps

Question 18

Correct

Mark 1.00 out of 1.00

Displacement of object in a given distance and direction is

- a. Translation ✔
- b. Scaling
- c. Rotation
- d. Reflection

Your answer is correct.

The correct answer is:
Translation

Question 19

Correct

Mark 1.00 out of 1.00

To generate rotation, which of the following is most required ?

- a. y position
- b. Rotation angle ɵ
- c. All of the above ✔
- d. x position

Your answer is correct.

The correct answer is:
All of the above

Question 20

Correct

Mark 1.00 out of 1.00

A transformation that distorts the shape of an object is

- a. Reflection
- b. Scaling
- c. Translation
- d. Shearing ✔

Your answer is correct.

The correct answer is:
Shearing

Question 21

Correct

Mark 1.00 out of 1.00

The mapping of 2D world coordinate system to device coordinates is

- a. two-dimensional rotation
- b. two-dimensional translation
- c. two-dimensional scaling
- d. two-dimensional viewing transformation ✔

Your answer is correct.

The correct answer is:
two-dimensional viewing transformation

Question 22

Correct

Mark 1.00 out of 1.00

In Cohen-Sutherland line clipping algorithm if both end points have code as 0000, meaning is

- a. the line lies completely inside the window ✔
- b. the line lies completely outside the window
- c. the line lies partially inside
- d. the line contains error

Your answer is correct.

The correct answer is:
the line lies completely inside the window

Question 23

Correct

Mark 1.00 out of 1.00

In Cohen Sutherland line clipping algorithm, which of the following is the formula for finding y intersection point?

- a. y=x1 +m(yboundary -x1)
- b. y = y1 + m (x1 – y1)
- c. y=y1 +m(x boundary -x1) ✔
- d. y = x1 +m(y1 -x1)

Your answer is correct.

The correct answer is:
y=y1 +m(x boundary -x1)

Question 24

Correct

Mark 1.00 out of 1.00

Given is a point (x,y) = (2,1). The new position of x if we move 3 point to the right is

- a. 7
- b. 5 ✔
- c. 4
- d. 6

Your answer is correct.

The correct answer is:
5

Question 25

Correct

Mark 1.00 out of 1.00

The two dimensional translation equation in the matrix form is

- a. P'= P+T ✔
- b. P'= P-T
- c. P'= P/T
- d. P'= P*T

Your answer is correct.

The correct answer is:
P'= P+T

Question 26

Correct

Mark 1.00 out of 1.00

In 2D-translation, the equation used to translate a point (x, y) to the new position (x', y') is

- a. x'= x + dx and y' = y+dy ✔
- b. x'= x / dx and y' = y/dy
- c. x'= x * dx and y' = y*dy
- d. x'= x - dx and y' = y-dy

Your answer is correct.

The correct answer is:
x'= x + dx and y' = y+dy

Question 27

Correct

Mark 1.00 out of 1.00

In Cohen Sutherland line clipping algorithm, if the code assigned for end points of line P1 is 1001 and P2 is 1010, the situation is

- a. the line lies completely inside the window
- b. the line lies partially inside the window
- c. the line lies completely outside the window ✔
- d. the line lies completely on the window

Your answer is correct.

The correct answer is:
the line lies completely outside the window

Question 28

Correct

Mark 1.00 out of 1.00

The equation for two-dimensional rotation equation is

- a. P′ = R * T ✔
- b. P′ = P + T
- c. P′ = P – T
- d. P′ = R + T

Your answer is correct.

The correct answer is:
P′ = R * T

Question 29

Correct

Mark 1.00 out of 1.00

In Liang-Barsky line clipping algorithm, if pk = 0 and qk < 0 then

- a. line lies completely outside the boundary ✔
- b. line proceeds from inside to outside
- c. line lies parallel to the clipping boundaries
  parallel to the clipping boundaries
- d. line proceeds from outside to inside

Your answer is correct.

The correct answer is:
line lies completely outside the boundary

Question 30

Correct

Mark 1.00 out of 1.00

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algorithm, what is the formula for u1 ?

a. u1 = max(1, q1/p1,q3/p3)

b. u1 = max(0, q2/p2,q4/p4)

c. u1 = max(0, q1/p1,q3/p3)

d. u1 = max(0, q1/p1,q4/p4) ✔

Your answer is correct.

The correct answer is:
u1 = max(0, q1/p1,q4/p4)

◄ TIME-TABLE-ALL SECTIONS

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