

## BCA Fifth Semester Examination, Dec-2018

### FIRST PAPER

### Computer Graphics

Paper Code:- 5611

**Time Allowed: Three Hours**

**Maximum Marks.70**

*(1) No supplementary answer book will be given to any candidate. Hence the candidates should write the answers precisely in the main answer book only.*

*(2) All the parts of one question should be answered at one place in the answer book.*

**(Attempt all six questions.)**

**Part I (Question No. 1 & 2) is compulsory & Part II (Question No. 3, 4, 5 & 6) has internal choice.**

#### Part-I

**1. Answer any 10 questions. Each question carries 1 mark.**

**10x1= 10**

**(Words limit up to 20 words each)**

- a) What is Computer Graphics?
- b) What is Aspect Ratio?
- c) Define PHIGS.
- d) What is Flood-filling Algorithm?
- e) What do you mean by Scaling?
- f) What is Transformation? Mention its types.
- g) Define Area Subdivision Method?
- h) Give an example for curve clipping.
- i) What do you mean by Polygon Clipping?
- j) What is Digital Image Processing?
- k) Define Quantization.
- l) What are the steps to get reflected image through an arbitrary line?

**2. Answer all the questions. Each question carries 5 marks.**

**4x5 = 20**

**(Words limit up to 50 words each)**

- a) Explain color model RGB. Compare it with HSV.
- b) Differentiate between circle and ellipse drawing algorithms.
- c) Write notes on the following:
  - (i) Cyrus-beck algorithm
  - (ii) Window and viewport.
- d) Write short notes on the following:
  - (i) Image compression
  - (ii) Resolution.

**P.T.O.**

## **Part-II**

### **Unit-I**

3. Differentiate between Random Scan Displays and Raster Scan Displays with suitable examples. **10**

**OR**

Describe the functionalities of Refresh Cathode Ray Tube with suitable diagram. **10**

### **Unit-II**

4. Write and explain Bresenham's line drawing algorithm and trace the algorithm for the given points(2,1) to (10,12) . **10**

**OR**

Write short notes on the following:

- (i) Three-dimensional transformation
- (ii) Area filling algorithm. **10**

### **Unit-III**

5. Explain two dimensional viewing pipeline in detail. **10**

**OR**

Explain Cohen-Sutherland algorithm with suitable example. **10**

### **Unit-IV**

6. How to capture and store a digital image? Discuss any two file formats for storage of a digital image. **10**

**OR**

Write short notes on the following: **10**

- (i) Digital image processing
- (ii) Image enhancement.

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