





CSE423: Computer Graphics Summer 2025

Quiz 1

Time: 20 minutes
Marks : (/20)

Name:	Id:	Sec:
A CONTRACTOR OF THE PARTY OF TH	Programme and the second	

[CO1] Q1) If a monitor can process 100,000 bytes per milliseconds. Given that it runs at 40FPS and has a pixel depth of 24 bits. Calculate the total number of pixels rendered in a frame. (5 Marks)

1 frame =
$$\frac{1}{40}$$
 s = 26ms
 \rightarrow in 25ms/1 frame = 100,000 x 8 x 25 = 2000 0000 bits
 \rightarrow pixels in 1 frame = $\frac{2000\ 0000}{24}$ = $\frac{833,333}{24}$ pixels (Ans)

[CO1] Q2) Calculate the pixel using **DDA** (Digital Differential Analyzer) Algorithm for a line that goes from (-10, -20) to (-14, -23).

$$\chi_{k+1} = \chi_{k} - 1$$

$$\chi_{k+1} = \chi_{k} - m$$

	~K			
X	4	y rounded	PIXEL	
-10 -11 -12 -13	-20 -20.75 -21.5 -22.25	-20 -21 -22	(-10, -20) (-11, -21) (-12, -22) (-13, -22) (-14, -23)	(Ans:)
-14	-23			

B



CSE423: Computer Graphics Summer 2025 Quiz 1

Quiz i

Time: 20 minutes
Marks :(/20)

Name: Id: Sec:

[CO1] Q1) For a monitor the image size is 2,120,000 bytes. It has a pixel depth of 32 bits and runs at 120FPS. Calculate the rendering speed of the monitor in (pixels per milliseconds). (5 Marks)

pixels in one frame =
$$\frac{2,120,000 \times 8}{32}$$
 = 530,000 pixels

$$\rightarrow$$
 1 frame = $\frac{1}{120}$ s = 8.33 ms

[CO1] Q2) Calculate the pixel using **DDA** (Digital Differential Analyzer) Algorithm for a line that goes from (-12, -20) to (-15, -24).

$$dy = -4 \qquad dx = -3 \qquad m^{2} \frac{1}{3} \text{ or } 1.33$$

$$2 \frac{1}{3} = \frac{1}{3} \frac{1}{3} = \frac{1}{3} \frac{1}{3} = \frac{1}{3}$$

C



CSE423: Computer Graphics Summer 2025

Quiz 1

Time: 20 minutes

Marks :(/20)

	I have present the second of the second	the street of th
Name:	Id:	Sec:
	A Commence of the Commence of	the second second second second

[CO1] Q1) If a monitor can process 200,000 bytes per milliseconds. Given that it runs at 120FPS and has a pixel depth of 8 bits. Calculate the total number of pixels rendered in a frame. (5 Marks)

I from =
$$\frac{1}{120}$$
 s = 8.33 ms
Bits
Pixels in a frame = 200,000 x 8 x 8.33 = 13,3 28,000 bits
Fixels II II II = $\frac{1,3328,000}{8}$ = 1666 600 pixels (Ans.)

[CO1] Q2) Calculate the pixel using DDA (Digital Differential Analyzer) Algorithm for a line that goes from (10, -20) to (13, -24).

$$y_{K+1} = y_K - 1$$

$$x_{K+1} = x_K - \left(\frac{1}{m}\right)$$

x	y	or rounded	PIXEL
10	-20	10	(10,-20)
10.75	-21	(1)	(11,-21)
11.5	-22	12	(12, -22) Bug_
12.25		12	(12,-23)
13	-24	13	(13,-24)



CSE423: Computer Graphics Summer 2025

Quiz 1

Time: 20 minutes

Marks:(**/20)**

Id: Name: Sec:

[CO1] Q1) For a monitor the image size is 3,150,000 bytes. It has a pixel depth of 16 bits and runs at 240FPS. Calculate the rendering speed of the monitor in (pixels per milliseconds). (5 Marks)

pixels in 1 frame = 3,150,000 x8 = 1,575,000 pixels.

-> I frame = $\frac{1}{240}$ s = 4.17 ms -> Relidering speed = $\frac{1,57,5000}{4.17}$ = $\frac{378000}{4.17}$ (Ani.)

[CO1] Q2) Calculate the pixel using **DDA** (Digital Differential Analyzer) Algorithm for a line that goes from (22, -15) to (26, -18).

×	14	y rounded	PIXEL
22 23 24 25	-15 -15.75 -16.5	+15 -16 -17 -17	(22, -15) $(23, -16)$ $(24, -17)$ $(25, -17)$
26		1	(26, -18)