**What is a Computer Graphics Display System?**

A computer graphics display system is a combination of hardware and software components that work together to display graphical images on a computer screen.

**Components of a Computer Graphics Display System**

**1. Graphics Card**: Also known as a graphics processing unit (GPU), it is responsible for rendering graphics images.

**2.** **Display Device:** Such as a monitor or screen, it displays the graphical images.

**3. Display Controller:** It manages the flow of data between the graphics card and the display device.

**Types of Computer Graphics Display Systems**

**1. Raster Display Systems**

- Use pixels to represent images

- Each pixel has a color value

- Examples: CRT monitors, LCD monitors, and mobile device screens

**2. Vector Display Systems**

- Use mathematical equations to draw shapes and lines

- Each shape or line is defined by a set of coordinates and attributes

- Examples: Plotters, laser cutters, and some types of CAD software

**3. Storage Tube Display Systems**

- Use an electron beam to draw images on a phosphorescent coating

- The image is stored on the coating until it is erased or updated

- Examples: Old oscilloscopes and some types of medical imaging equipment

**4. Flat-Panel Display Systems**

- Use a flat panel of pixels to display images

- Examples: LCD monitors, LED monitors, and plasma TVs

**5. Stereoscopic Display Systems**

- Use two or more images to create a 3D effect

- Examples: 3D movies, virtual reality headsets, and some types of gaming monitors

**6. Head-Mounted Display Systems**

- Use a display device that is mounted on the user's head

- Examples: Virtual reality headsets, augmented reality glasses, and some types of gaming headsets