Information

Attempt all the questions.

Question **2**

Not yet answered

Marked out of 1.00

Q.1[BT-1,CO-1] In ....., the picture is produced on the monitor, and the user does not have any controlled over the image

- a. non-interactive computer graphics
- b. interactive computer graphics
- c. Computer Monitor
- d. Active

CLEAR MY CHOICE

Question **3**

Not yet answered

Marked out of 1.00

Q.2.[BT-1,CO-1] In ..... Computer Graphics user have some controls over the picture.

- a. Passive
- b. interactive
- c. Vector
- d. None of the above

CLEAR MY CHOICE

Question **4**

Not yet answered

Marked out of 1.00

Q.3[BT-2,CO1] At a minimum, there is ..... for each pixel in the raster.

- a. 1 Memory byte
- b. 8 Memory byte
- c. 16 memory bits
- d. 1 memory bit

CLEAR MY CHOICE

Question **5**

Not yet answered

Marked out of 1.00

Q.4[BT-2,CO-1] It is a pointing device. It is similar to a mouse. This is mainly used in notebook or laptop computer, instead of a mouse

- a. Mouse
- b. Light Pen
- c. Digitizer
- d. Trackball

CLEAR MY CHOICE

Question **6**

Not yet answered

Marked out of 1.00

Q.5[BT-2,CO-1] Find the odd man out.

- a. Joystick
- b. Light Pen
- c. Digitizer
- d. Plotters

CLEAR MY CHOICE

Question **7**

Not yet answered

Marked out of 1.00

Q.6[BT-3,CO-1] Find the odd man out.

- a. Dot Matrix Printers
- b. Daisy Wheel Printers
- c. Chain Printers
- d. Inkjet Printers

CLEAR MY CHOICE

Question **8**

Not yet answered

Marked out of 1.00

Q.7[BT-2,CO1] The term pixel is a short form of the .....

- a. picture element
- b. Graphics Element
- c. Pictorial Element
- d. Picture Elementary

CLEAR MY CHOICE

Question **9**

Not yet answered

Marked out of 1.00

Q.8[BT-4,CO-1] Formulae to convert any point to pixel is.....

- a. [(INT (x)/ INT 👆 .
- b. [(INT (x), INT 👆 .
- c. [(INT (x)* INT 👆 .
- d. [(INT (x)- INT 👆 .

CLEAR MY CHOICE

Question **10**

Not yet answered

Marked out of 1.00

Q.9[BT-2,CO-1] Equation of straight line is:

- a. y = m/x + b
- b. y = [(y2-y1/x2-x1)] x + b
- c. y = mx + b
- d. Both b and c

CLEAR MY CHOICE

Question **11**

Not yet answered

Marked out of 1.00

Q.10.[BT-3,CO-1] Which of the following is true regarding DDA?

- a. It is a faster method than method of using direct use of line equation
- b. This method does not use multiplication theorem.
- c. It involves floating point additions rounding off is done. Accumulations of round off error cause accumulation of error
- d. All of the above

CLEAR MY CHOICE

Question **12**

Not yet answered

Marked out of 5.00

Q.11[BT-5,CO-1] A line with starting point as (2, 2) and ending point (6, 18) is given. Calculate and write value of intermediate points.

Question **13**

Not yet answered

Marked out of 5.00

Q.12.[BT-5,CO-1] If a line is drawn from (2, 3) to (6, 15) with use of DDA. How many points will needed to generate such line? Write all the points.

Question **14**

Not yet answered

Marked out of 5.00

Q.13.[BT-4,CO-1] Write Bresenham's line drawing algorithm.

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