Q.28 What do you mean by scanning devices. Write down the name of any four.

Q.29 Describe the concept of area clipping and line clipping.

Q.30 Describe the Cohen Sutherland clipping algorithm in brief.

Q.31 Write a short note on Fire frame model.

Q.32 Write a short note on output primitives

Q.33 Write the methods for window to view port mapping of characters?

Q.34 Differentiate between Beam penetration method and shadow mask method

Q.35 Differentiate between Impact and non impact printer.

SECTION-D

Note: Long answer type questions. Attempt any two questions out of three questions. (2x10=20)

Q.36 Define the term graphic system. Explain the various graphic standards.

Q.37 Explain various types of clipping in detail.

Q.38 What is hidden line and hidden surface algorithm. Also explain their types.

Subject:- Computer Graphics

Time : 3Hrs.　　　M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory (10x1=10)

Q.1 Which of the following is defined as the process of elimination of parts of a scene outside a window or a viewport?
a) editing　　b) cutting
c) plucking　　d) clipping

Q.2 A device that allows users to feed data into a computer for analysis and storage and to give commands to the computer is called
a) Output device　　b) Input device
c) Memory　　d) Both a and b

Q.3 DDA stands for -
a) Direct differential analyzer
b) Data differential analyzer
c) Direct difference analyzer
d) Digital differential analyzer

Q.4 Which input device is/are used to move the cursor position on a monitor screen?
a) Mouse　　b) Joystick

c) Light pen d) Both a and b

Q.5 Which of the following statements define Computer Graphics?
a) It refers to designing plans
b) It means designing computers
c) It refers to designing images
d) None of the mentioned

Q.6 Mouse is
a) Pointing and drop device
b) Cursor-control device
c) monitoring device
d) Both a and b

Q.7 Which of the following is the purpose for using clipping in computer graphics?
a) Copying
b) zooming
c) adding graphics
d) removing objects and lines

Q.8 In a graphical system, an array of pixels in the picture are stored in which of the following locations?
a) Frame buffer b) Processor
c) Memory d) All of the mentioned

Q.9 RGB model are used for
a) Computer display b) Printing
c) Painting d) None of these

Q.10 CAD stands for -
a) Computer art design b) Computer-aided design
c) Car art design d) None of the above

SECTION-B

Note: Objective type questions. All questions are compulsory. (10x1=10)

Q.11 What are display devices.

Q.12 Define Dot Size.

Q.13 Plotter is_____ device (input/output)

Q.14 Define the term pixel.

Q.15 What is meant by region fillings.

Q.16 Mention the advantage of Cohen algorithm

Q.17 Define frame buffer.

Q.18 Persistence means_____.

Q.19 Name one input device.

Q.20 DDA algorithm is used for what?

SECTION-C

Note: Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)

Q.21 What do you mean by transformation. Give example.

Q.22 What is meant by region filling. Compare flood filling and boundary filling.

Q.23 Mention the advantages and disadvantages of beam penetration method.

Q.24 What do you understand by output devices. Briefly explain some of them

Q.25 Write a short note on touch screen

Q.26 Write a short note on co-ordinate transformation.

Q.27 Differentiate between Random and Raster Display.