Assignment 1

Q1. Discuss popular application of C.G.

Ans. There are some application of C.G.

(i) Computer art: Using computer graphics we can create fine and commerical art which includes animation Packages, paint packages. These packages provide facilities for designing objects motion. cartoon drawing, paintings, logo design, can also be done.

(ii) Computer Aided Drawing: Designing of buildings, automobile, aircroft is done with the help of computer aided drawing. This helps in providing minute details to the drawing and producting more accurate and sharp drawings with better specifications.

(iii) Entertainment: Computer graphics finds a major part of its utility in the movie industry and gave industry. used for creating motion picture. music video, television shows, cartoon animation films. In the gaming Industry (where focus and interactivity are the Key players. computer graphics helps in providing such features in the efficient way.

(iv) **Visualisation**: Today the need of visualise things have increased drastically, the need of visualisation can be seen in many advance technologies data in many advance visualisation helps in finding insight of the data.

(v) **Image processing**: Various kinds of photographs and images require editing in order to be used in different places.
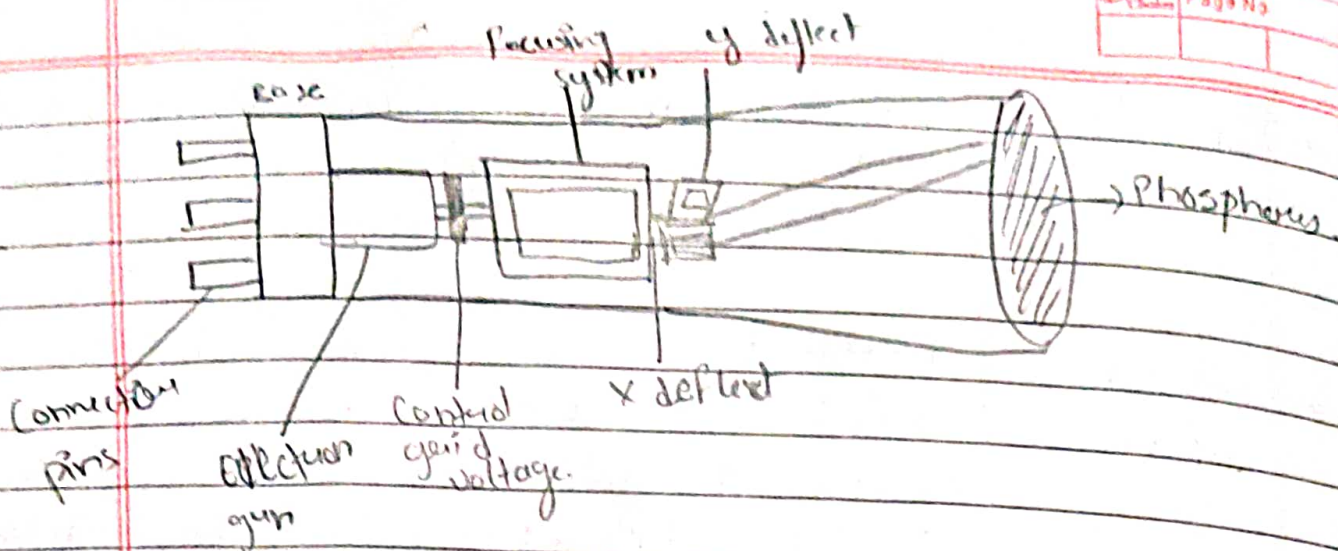
Q2. Differentiate b/w Random and Raster Scan system?

Ans.

Base of Difference	Random Scan	Raster Scan
1. Resolution	The resolution of random scan is higher than raster scan.	While the resolution of raster scan is lesser or lower than random scan.
2. Cost	It is costlier than raster scan.	While the cost of raster scan is lesser than random scan.
3. Modification	In random scan any alteration is easy in comparison of raster scan.	while in raster scan any alteration is not so easy.

4.	Interlacing	In random scan Interlacing is not used.	while in raster scan, interlacing is used.
5.	Refresh rate.	Refresh rate depends on the number of lines to be displayed i.e. 30 to 60 times per second.	Refresh rate is 60 to 80 frames per second and is independent of picture complexity.

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Q3. Write short notes on CRT architecture with its neat and clean diagram?

Ans. CRT stands for Cathode Ray tube. CRT is a technology used in traditional computer monitors and televisions. The image on CRT display is created by firing electrons from the back of the tube of phosphorus. located towards the front of the screen.

Once the electron heats the phosphorus They light up, and they are projected on a screen. The color you view on the screen is produced by a blend of red, blue, green light.

Focusing system   y deflect

Base

Phosphorus

Connector pins

Electron gun

Control grid voltage.

X deflect

Cathode Ray Tube.

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Qu. Differentiate b/w graphical and non-graphical input devices.

Ans.

Input device.	Output device.
(i) It accepts date from user.	It reflect processed data to user.
(ii) It is directly commanded by user.	It is commanded by processor.
(iii) It converts user friendly instruction into machine friendly.	It converts machine instruction to user intelligible.
(iv) It helps the computers to accept the data.	It helps the computer to display the data.
(v) Ex. Keyboard, image, etc.	Ex: monitors, printers, etc.