# Assignment : 2

1) Explain mid point circle algorithm.

2) Give advantage of Bresenham line drawing algo. Demonstrate line from (20,10) (30,18) with all necessary calculations.

3) Explain odd-even rule with example.

4) Explain 4-connected and 8 connected boundry fill and flood fill) algo with example.

5) Explain starbust method for character generation

6) Explain : Bresenham's line drawing algo
Mid point line algo
DDA line algo.

7) Explain scan line polygon filling

8) Short nete : Antializing

# Assignment : 1

1) Define : persistance, resolution, frame buffer

2) List the application of computer graphics and discuss any one

3) Explain CRT with neat diagram.

4) Difference : Random scan display - raster scan display

5) Explain in detail : Raster scan display system with complete architecture.

6) List the input devices used in cu.

7) define : Refresh rate

8) define : aspect ratio.

9) Explain beam penetration, shadow mask.