**Subject Code: 17MCA1C4**

**JAMAL MOHAMED COLLEGE (Autonomous)**

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**Objective Type Questions**

**Department of Computer Science**

**Semester: IV UG / PG : PG-MCA**

**Title of the Paper: CORE - IV COMPUTER GRAPHICS**

1. Picture definition is stored in a memory area called the \_\_\_\_\_\_\_\_\_\_\_\_\_
2. Frame buffer
3. Frame store
4. Frame folder
5. Frame memory
6. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ methods are commonly used in raster –scan systems because they produce a much wider range of colors than the beam penetration method.
7. Beam - color
8. Shadow-mask
9. Color-mask
10. Rater - color
11. The purpose of the RF modulator is to simulate the signal from a \_\_\_\_\_\_\_\_\_\_\_\_\_\_
12. Mobile phone
13. Radio station
14. broadcast TV station
15. Modem
16. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are adaptations of TV sets that allow bypass of the broadcast circuitry.
17. Composite monitors
18. Deposit monitors
19. Transit monitors
20. Broadcast monitors
21. An RGB color system with 24 bits of storage per pixel is generally referred to as a \_\_\_\_\_\_\_\_\_\_\_\_\_\_
22. Natural color system
23. True-color system
24. Red-black color system
25. Gray-scale system
26. Frame buffer locations, and the corresponding screen positions are referenced in \_\_\_\_\_\_\_\_\_\_\_\_\_\_
27. Geographic coordinates
28. GPS coordinates
29. Cartesian coordinates
30. Boolean coordinates
31. The purpose of the display processor is to free the CPU from the \_\_\_\_\_\_\_\_\_\_\_\_\_
32. Graphics chores
33. Text chores
34. Information chores
35. Display chores
36. Graphics commands in the application program are translated by the graphics package into a display file stored in the \_\_\_\_\_\_\_\_\_\_\_\_\_\_
37. folder
38. System memory
39. Directory
40. Package
41. Diagonal screen dimensions for general-purpose personal computer systems can range from \_\_\_\_\_\_\_\_\_\_\_\_\_
42. 21 to 12 inches
43. 12 to 12 inches
44. 12 to 21 inches
45. 21 to 21 inches
46. For systems with multiple bits per pixel, the frame buffer is often referred to as a \_\_\_\_\_\_\_\_
47. Pixmap
48. Powermap
49. Positionmap
50. Proceduremap
51. A common device for drawing, painting or interactively selecting coordinate positions on an object is a \_\_\_\_\_\_\_\_\_
52. Pointer
53. Digitizer
54. Pen
55. Painter
56. \_\_\_\_\_\_\_\_\_\_\_ is used to input two-dimensional coordinates by activating a hand cursor or stylus at selected positions on a flat surface.
57. Graphics map
58. Graphics note
59. Graphics tablet
60. Graphics desk
61. \_\_\_\_\_\_\_\_\_\_ is constructed with two transparent plates separately by a small distance.
62. Electrical touch panel
63. Electronic touch panel
64. Manual touch panel
65. Stylus touch panel
66. The \_\_\_\_\_\_\_\_\_\_\_\_\_ is an efficient device for inputting such nongraphic data as picture labels associated with a graphics display.
67. Mouse
68. Keyboard
69. Joystick
70. Scanner
71. \_\_\_\_\_\_\_\_\_\_\_\_\_ use sound waves to detect a stylus position.
72. Sonic pens
73. Sonic pointers
74. Sonic tablets
75. Sonic panel
76. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ use heat in a dot matrix print head to output patterns on heat-sensitive paper.
77. Electrothermal methods
78. Electrical methods
79. Hydrothermal methods
80. Hydroelectrical methods
81. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ are used to specify the view that is to be presented and the portion of the output display area that is to be used.
82. Sliding transformations
83. Viewing transformations
84. Moving transformations
85. Placing transformatios
86. Pictures can be subdivided into component parts, called \_\_\_\_\_\_\_\_\_\_
87. Parts
88. Frames
89. Segments
90. Chunks
91. The primary goal of standardized graphics software is \_\_\_\_\_\_\_\_\_\_\_\_
92. Portability
93. Scalability
94. Resale
95. Reusability
96. The term \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is used to identify various combinations of graphics hardware and software.
97. Workfare
98. Workstation
99. Workplace
100. Workware
101. The Cartesian slope-intercept equation for a straight line is \_\_\_\_\_\_\_\_\_\_\_
102. y=m+x+b
103. y = x+b
104. y=m.x+b
105. y=x+mb
106. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ algorithms generate pixel positions at successive until intervals.
107. Scan-conversion
108. Scale-conversion
109. Scope-conversion
110. Sight-conversion
111. Coordinate references in the polyline function are stated as \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ values.
112. Extended coordinate
113. Absolute coordinate
114. GPS coordinate
115. Adapted coordinate
116. A \_\_\_\_\_\_\_\_\_\_\_ is defined as the set of points that are all at a given distance r from a center.
117. Semi circle
118. Hemisphere
119. Circle
120. Sphere
121. \_\_\_\_\_\_\_\_\_\_\_\_ can be reduced by considering the symmetry of circles.
122. Computation
123. Calculation
124. Inference
125. Combination
126. A \_\_\_\_\_\_\_\_\_\_ line could be displayed by generating an interdash spacing that is equal to the length of the solid sections.
127. Double dashed
128. Dashed
129. Dotted
130. Doubled dotted
131. Values which are greater than 1 produce lines \_\_\_\_\_\_\_\_\_\_ than the standard.
132. thinner
133. equal
134. thicker
135. thin
136. A\_\_\_\_\_\_\_\_\_\_\_\_\_ is accomplished by extending the outer boundaries of each of the two lines until they meet.
137. miter join
138. inner join
139. outer join
140. semi join
141. \_\_\_\_\_\_\_\_\_\_\_ are an alternate mean s for providing extended color capabilities to a user without requiring large frame buffer.
142. Color pallette
143. Color tables
144. Color wheel
145. Color block
146. Numeric values over the range from \_\_\_\_\_\_\_\_ can be used to specify grayscale levels.
147. 1 to 0
148. 0 to 255
149. 0 to 1
150. 255 to 0
151. A \_\_\_\_\_\_\_\_\_\_\_ is displayed in a single color up to and including the borders of the region.
152. Solid fill
153. No fill
154. Border fill
155. Gradient
156. The process of filling an area with a rectangular pattern is called \_\_\_\_\_\_\_\_\_\_
157. Recting
158. Tilling
159. Placing
160. Patterning
161. A \_\_\_\_\_\_\_\_\_ is a single character that can be displayed in different in different colors and in different sizes.
162. Time symbol
163. Arrow symbol
164. Marker symbol
165. Line symbol
166. The choice between a bundled or an unbundled specification is made by setting a switch called the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ for each of these attributes.
167. aspect source flag
168. ack source flag
169. adjust source flag
170. switch source flag
171. The table for each primitive that defines groups of attribute values to be used when displaying that primitive on a particular output device is called \_\_\_\_\_\_\_\_\_\_\_\_
172. Block table
173. Bundle table
174. Blade table
175. Break table
176. \_\_\_\_\_\_\_\_\_\_\_\_ is defined as the distance between the baseline and the capline of characters.
177. Character size
178. Character length
179. Character height
180. Character superscript
181. Modified boundary fill and flood fill procedures that are applied to repaint areas so that the fill color is combined with the background colors are referred to as \_\_\_\_\_\_\_\_\_\_\_\_ algorithms.
182. Tint fill
183. Border fill
184. Shape fill
185. Gradient fill
186. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ patterns are referred to as Tilling patterns.
187. Solid fill
188. rectangular fill
189. gradient fill
190. border fill
191. \_\_\_\_\_\_\_\_\_\_\_ are displayed using only the boundary outline, with the interior color the same as the background color.
192. Shallow areas
193. Boundary areas
194. Hollow areas
195. Narrow areas
196. A \_\_\_\_\_\_\_\_\_\_\_\_ is produced by capping the connection between the two segments with the circular boundary whose diameter is equal to the line width.
197. Round join
198. Inter join
199. Square join
200. Outer join
201. A \_\_\_\_\_\_\_\_\_\_\_ is applied to an object by repositioning it along a straight lie path from one coordinate location to another.
202. scaling
203. Translation
204. Rotation
205. Transformation
206. A two dimensional \_\_\_\_\_\_\_\_\_\_\_\_ is applied to an object by repositioning it along a circular path in the xy plane.
207. path
208. plane
209. rotation
210. object
211. A \_\_\_\_\_\_\_\_\_\_\_\_\_ transformation alters the size of an object.
212. Scaling
213. Rotation
214. Translation
215. Transformation
216. Character strings can be handled in two ways when they are mapped to a \_\_\_\_\_\_\_\_\_\_\_
217. Viewpoint
218. Viewport
219. Viewpart
220. Viewpate
221. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is accomplished by selecting a window area in normalized space and a viewport area in the coordinates of the display device.
222. Window transformation
223. Viewport transformation
224. Workstation transformation
225. Viewstation transformation
226. The region against which an object is to clipped is called a \_\_\_\_\_\_\_\_\_
227. Clip window
228. Slip window
229. Dock window
230. Stop window
231. Every line end point in a picture is assigned a four digit binary code called a \_\_\_\_\_\_\_\_
232. Binary code
233. Region code
234. BCD code
235. Gray code
236. \_\_\_\_\_\_\_\_\_\_\_ algorithm is one of the oldest and most popular line clipping procedures.
237. Cohen-Hodgeman line clipping
238. Cyrus beck line clipping
239. Cohen-Sutherland line clipping
240. Liang barsky line clipping
241. A value of 1 in any bit position indicates that the point is in that \_\_\_\_\_\_\_\_\_\_\_\_
242. Relative position
243. Binary Position
244. Initial position
245. Final position
246. Any procedure that identify those portions of a picture that are either inside or outside of a specified region of space is referred to as a \_\_\_\_\_\_\_\_\_\_\_
247. Portioning
248. Clipping
249. Selecting
250. Searching
251. \_\_\_\_\_\_\_\_\_\_ are correctly clipped by the Sutherland-Hodgeman algorithm.
252. Simple polygons
253. Concave polygons
254. Convex polygons
255. Mirror polygons
256. \_\_\_\_\_\_\_\_\_\_\_\_\_ may be displayed with extraneous lines.
257. Concave polygons
258. Convex polygon
259. Simple polygon
260. Mirror polygons
261. If both input vertices are inside the window boundary, only the \_\_\_\_\_\_\_\_\_\_\_ vertex is added to the output vertex list.
262. First
263. Second
264. Fourth
265. Third
266. If both input vertices are outside the window boundary, \_\_\_\_\_\_\_\_\_\_\_ is added to the output list.
267. Variable
268. Constant
269. Nothing
270. Both (a) &(b)
271. The output of the \_\_\_\_\_\_\_\_\_\_\_ should be a sequence of vertices that defines the clipped polygon boundaries.
272. Polygon clipper
273. Polygon trimmer
274. Polygon cutter
275. Polygon flipper
276. \_\_\_\_\_\_\_\_\_\_ procedures will involve nonlinear equations, however, and this requires more processing than for objects with linear boundaries.
277. Line-clipping
278. Curve-clipping
279. Polygon-clipping
280. Page-clipping
281. If the rectangle is determined to be completely outside the window, we \_\_\_\_\_\_\_\_\_\_\_ the object.
282. Add
283. Scan
284. Discard
285. Sort
286. If the bounding rectangle for the object is completely inside the window, we \_\_\_\_\_\_\_\_\_ the object.
287. Save
288. Delete
289. Crop
290. Undo
291. The simplest method for processing character strings relative to a window boundary is to use the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ strategy.
292. Window clipping
293. All-or-none string-clipping
294. Boundary clipping
295. All-or-none text clipping
296. An alternative to rejecting an entire character string that overlaps a window boundary is to use the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ strategy.
297. Character clipping
298. String clipping
299. All-or-none character-clipping
300. All-or-none string-clipping
301. The icons representing actions, such as rotate, magnify, scale, clip and paste are called \_\_\_\_\_\_\_\_\_\_\_
302. Control icons
303. Edit icons
304. Graphics icon
305. Action icon
306. Icons representing objects such as furniture items and circuit elements are often referred to as \_\_\_\_\_\_\_\_\_\_\_\_\_\_
307. Circuit icons
308. Application icons
309. Object icons
310. Item icons
311. A standard \_\_\_\_\_\_\_\_\_\_\_ key or command is used to cancel a single operation.
312. Redo
313. Save
314. Undo
315. Close
316. \_\_\_\_\_\_\_\_\_\_\_ are designed to carry on a continual interactive dialogue so that we are informed of actions in progress at each step.
317. Interfaces
318. Information
319. Interactions
320. Interjection
321. \_\_\_\_\_\_\_\_\_\_\_ is a device for specifying a series of coordinate positions.
322. BREAK
323. STROKE
324. POSITION
325. PARTITION
326. The primary physical device used for string input is the \_\_\_\_\_\_\_\_\_\_\_\_\_
327. Mouse
328. Stylus
329. Keyboard
330. Joystick
331. \_\_\_\_\_\_\_\_\_\_ are used for setting various graphics parameters, such as rotation angle and scale factors, and for setting physical parameters associated with a particular application.
332. Valuators
333. Parameters
334. Factors
335. Indicators
336. A \_\_\_\_\_\_\_\_\_\_\_\_ is defined as one that enters a selection from a list of alternatives.
337. List device
338. Choice device
339. Alternate device
340. Selection device
341. In \_\_\_\_\_\_\_\_\_\_\_\_ mode, the application program initiates data entry.
342. Initiate
343. Refuse
344. Request
345. Recall
346. Expand CLUT
347. Camera Look Up Table
348. Color Lock Up Table
349. Camera Lay Up Table
350. Color Look Up Table
351. When an input device is placed in \_\_\_\_\_\_\_\_\_\_\_ mode, the program and device operate simultaneously.
352. Operate
353. Event
354. Action
355. Program
356. In \_\_\_\_\_\_\_\_\_ mode, the application program and input device operate independently.
357. Event
358. Action
359. Sample
360. Operate
361. A \_\_\_\_\_\_\_\_\_ is a rule for altering input coordinate values to produce a specified orientation or alignment of the displayed coordinates.
362. Constraint
363. Constant
364. Condition
365. Call
366. Straight lines can be constructed and positioned using \_\_\_\_\_\_\_\_\_\_\_\_ methods, which stretch out a line from a starting position as the screen cursor is removed.
367. Elastic
368. Rubber-band
369. Gum
370. Sticky
371. \_\_\_\_\_\_\_\_\_\_ is a device for specifying text input.
372. TEXT
373. CHARACTERS
374. STRING
375. SPECIAL CHARACTERS
376. In a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, parallel lines in the world-coordinate scene project into parallel lines on the two-dimensional display plane.
377. Parallel projection
378. Perpendicular projection
379. Linear projection
380. 2D projection
381. In a \_\_\_\_\_\_\_\_\_\_\_, parallel lies in a scene that are not parallel to the display plane are projected into converging lines.
382. Perspective conjunction
383. Perspective projection
384. Perspective interjection
385. Perspective Unification
386. \_\_\_\_\_\_\_\_\_\_\_\_ views of such objects can then be used to show the internal structure and relationship of the object parts.
387. Expanded
388. Clear
389. Exploded and cutaway
390. Cutaway
391. \_\_\_\_\_\_\_\_\_\_\_\_ present two views of a scene: one for left eye and the other for the right eye.
392. Stereoscopic devices
393. Stretched devices
394. Stethoscope devices
395. Sonic devices
396. \_\_\_\_\_\_\_\_\_\_\_\_\_ is applied by choosing maximum and minimum intensity values and a range of distances over which the intensities are to vary.
397. Breadth cueing
398. Depth cueing
399. Length cueing
400. Height cueing
401. \_\_\_\_\_\_\_\_\_\_\_\_ transformations can be used to modify object shapes.
402. Translating
403. Rotating
404. Shearing
405. Transformation
406. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ operations allow us to determine the cosine terms, vector cross products provide a means for obtaining the sine terms.
407. Dot-product
408. Cross-product
409. Line-product
410. Box-product
411. A commonly used image-space approach to detecting visible surfaces is the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_, which compares surface depths at each pixel position on the projection plane.
412. Top-Down method
413. Depth-buffer method
414. Bottom-up method
415. Height buffer method
416. An extension of the ideas in the depth-buffer method is the \_\_\_\_\_\_\_\_\_\_\_\_\_
417. Buffer method
418. Extended buffer method
419. A-buffer method
420. Enhanced buffer method
421. The A-buffer method represents an anti-aliased, area-averaged, accumulation-buffer method developed by Lucasfilm for implementation in the surface-rendering system called \_\_\_\_\_\_\_\_\_\_
422. REYES
423. RENDER
424. SURFACE
425. LUCAS
426. Abbreviation for RAYES \_\_\_\_\_\_\_\_\_
427. wRites Everything You Ever Saw
428. Renders Everything You Ever Saw
429. Returns Everything You Ever Saw
430. Raises Everything You Ever Saw
431. \_\_\_\_\_\_\_\_\_\_\_\_\_ field stores a positive or negative real number
432. Depth
433. Height
434. Weight
435. Breadth
436. \_\_\_\_\_\_\_\_\_\_\_ field stores surface-intensity information or a pointer value.
437. Hue
438. Intensity
439. Saturation
440. Illumination
441. Finding one visible surface at each pixel position is the drawback of the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ method
442. Top-down method
443. Bottom-up method
444. Depth-buffer method
445. A-Buffer method
446. If the depth field is \_\_\_\_\_\_\_\_\_, the number stored at that position is the depth of a single surface overlapping the corresponding pixel area.
447. Positive
448. Negative
449. NULL
450. Neutral
451. If the depth field is \_\_\_\_\_\_\_\_\_, this indicates multiple-surface contributions to the pixel intensity.
452. Positive
453. Negative
454. NULL
455. Neutral
456. \_\_\_\_\_\_\_\_\_\_\_\_ are processed to determine surface overlaps of pixels across the individual scanlines.
457. Overlap lines
458. Surface lines
459. Scan lines
460. Pixel lines
461. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ are subdivided into a polygon mesh and clipped against the pixel boundaries.
462. Surfaces
463. Boundaries
464. Lines
465. Mesh
466. \_\_\_\_\_\_\_\_\_ for the surfaces are set to indicate whether a position is inside or outside, and depth calculations are performed when surfaces overlap.
467. Flags
468. Position
469. Semaphores
470. Indicators
471. \_\_\_\_\_\_\_\_\_\_ frames contain changes only in the vicinity of moving objects.
472. Films
473. Animations
474. Programs
475. Frame
476. \_\_\_\_\_\_\_\_\_\_ methods are used to take advantage of regularities in a scene.
477. Coupling
478. Cohesion
479. Coherence
480. Both (a) & (b)
481. \_\_\_\_\_\_\_\_\_\_ is used to facilitate depth comparisons by ordering the individual surfaces in a scene according to their distance from the view plane.
482. Sorting
483. Searching
484. Probing
485. Selecting
486. In an \_\_\_\_\_\_\_\_\_\_ algorithm, visibility is decided point by point at each pixel position on the projection plane.
487. Pixel-space
488. Image-space
489. Plane-space
490. Point-space
491. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ algorithms use image-space method, although object-space method can be used effectively to locate visible surface in some cases.
492. Invisible-surface
493. Coarse-surface
494. Visible-surface
495. Image-surface
496. \_\_\_\_\_\_\_\_\_\_\_ uses object-space methods to identify visible lines in wire frame displays, but many image-space visible-surface algorithms can be adapted easily to visible line detection.
497. Line-display algorithms
498. Object-display algorithms
499. Image-display algorithm
500. Surface-display algorithm

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**MCA- First Semester**

**Core IV : Computer Graphics (17MCA1C4)**

**Answers:**

1. a) Frame Buffer
2. b) Shadow -mask
3. c) broadcast TV station
4. a)Composite monitors
5. b)True-Color System
6. c) Cartesian coordiantes
7. a) Graphics chores
8. b) System memory
9. c) 12 to 21 inches
10. a) Pixmap
11. b) Graphics Note
12. c) Graphics tablet
13. a) Electrical touch panel
14. b) Sonic Pointers
15. c) Sonic Tablets
16. a) Electrothermal methods
17. b) Viewing transformations
18. c)Segments
19. a) Portability
20. b)Workstation
21. c) y= m.x+ b
22. a) Scan-conversion
23. b) Absolute coordinate
24. c) Circle
25. a) Computation
26. b) Dashed
27. c) thicker
28. a) miter join
29. b) color tables
30. c) 0 to 1
31. a) Solid fill
32. b) Tilling
33. c) Marker symbol
34. a) aspect source flag
35. b) Bundle table
36. c) Character Height
37. a) Tint fill
38. b)rectangular fill
39. c) Hollow areas
40. a) Round join
41. b) Translation
42. c) rotation
43. a) Scaling
44. b) Viewport
45. c) Workstation transformation
46. a) Clip Window
47. b) Region code
48. c) Cohen –Sutherland line clipping
49. a) Relative position
50. b) Clipping
51. c) Convex polygons
52. a) Concave polygons
53. b) Second
54. c) Nothing
55. a) Polygon cutter
56. b) Curve-clipping
57. c) discard
58. a) Save
59. b) All-or-none string-clipping
60. c) All-or-none string-clipping
61. a) Controls icons
62. b) Application icons
63. c) Undo
64. a) Interfaces
65. b) STROKE
66. c) Keyboard
67. a) Valuators
68. b) Choice device
69. c) Request
70. d) Color Look Up Table
71. b) Event
72. c) Sample
73. a) Constraint
74. b) Rubber-band
75. c) STRING
76. a) Parallel projection
77. b) Perspective projection
78. c) Exploded and cut away
79. a)Stereoscopic devices
80. b) Depth cueing
81. c) Shearing
82. a) Dot-product
83. b)Dept-Buffer method
84. c) A buffer method
85. a) REYES
86. b) Writes Everything You Ever saw
87. c) Weight
88. a) Hue
89. b) Bottom-up method
90. c) NULL
91. a) Positive
92. b) Surface Lines
93. c) Lines
94. a) Flags
95. b) Animations
96. c) Coherence
97. a) Sorting
98. b) Image-space
99. c) Visible-surface
100. a) Line-display algorithms

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