

# **MCQs with Answers for Online Examination**

## Introduction

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## Multiple Choice Questions for Online Exam

- Q.1 The basic attributes of a straight line segment are  
 (a) Type  
 (b) Width  
 (c) Color  
 (d) All of these

**Explanation :** Type, width and colors are the basic attributes of line.

Ans. : (d)

- Q.2 A dashed line could be displayed by generating \_\_\_\_\_  
 (a) Inter dash spacing  
 (b) Very short dashes  
 (c) Both a and b  
 (d) A or B

**Explanation :** The inter dash spacing that is equal to the length of the solid sections displays dashed line.

Ans. : (a)

- Q.3 A dotted line can be displayed by generating  
 (a) Very short dashes with spacing equal to and greater than dash size  
 (b) Very long dashes with spacing equal to or greater than dash size  
 (c) Very short dashes with spacing equal to and greater than dash size  
 (d) Dots

**Explanation :** Very long dashes with spacing equal to or greater than dash size can displays dotted line.

Ans. : (c)

- Q.4 Pixel mask means  
 (a) A string containing only 1's  
 (b) A string containing only 0's  
 (c) A string containing 1 and 0  
 (d) A string containing 0 and 0

**Explanation :** Inter span spacing can be specified in a pixel mask that contains digits 1 and 0.

- Q.5 Which of the following is not a part of the structure of display file ?  
 (a) Opcode  
 (b) Mnemonic  
 (c) X - operand  
 (d) Y - operand

**Explanation :** Mnemonic is not a part of the display file structure whereas opcode, X - operand and Y - operand are the part of display file structure.

Ans. : (b)

- Q.6 The region of the memory to hold all the pixels of the display is called \_\_\_\_\_.  
 (a) Cache memory  
 (b) ROM  
 (c) Frame Buffer  
 (d) VRAM

**Explanation :** The Frame Buffer is the areas of the memory to hold all the pixels information of the display.

Ans. : (c)

- Q.7 When the communication is established with a system by making use of graphics medium then it is termed as \_\_\_\_\_.  
 (a) Graphical User Interface  
 (b) Interactive Computer Graphics  
 (c) User Interface  
 (d) None of these

**Explanation :** Because the communication takes place with the help of computer Graphics as a medium it is termed as Interactive Computer Graphics.

Ans. : (b)

- Q.8 Pixel is the \_\_\_\_\_.  
 (a) largest screen element which user can control  
 (b) smallest screen element which user can control  
 (c) smallest screen element which user can't control.  
 (d) particular color of screen

**Explanation :** Pixel is a smallest screen element which user can turn ON or OFF.

Ans. : (b)

- Q.9 Frame Buffer is the part of \_\_\_\_\_ which stores the image to be displayed on screen.  
 (a) Main Memory  
 (b) ROM  
 (c) External Memory  
 (d) Dynamic Memory

**Explanation :** The part of main memory is assigned for the frame buffer.

Ans. : (a)

- Q.10 \_\_\_\_\_ refers to the number of dots on the screen.  
 (a) Pixel  
 (b) Resolution  
 (c) Aspect Ratio  
 (d) Acceleration

**Explanation :** The number of dots on the screen is referred as Resolution.

Ans. : (b)

- Q.11 In \_\_\_\_\_ each character is displayed as a group of dots or pixels  
 (a) Graphics Mode  
 (b) Text mode  
 (c) Character mode  
 (d) None of these

Ans. : (a)



**Explanation :** In graphics mode characters are displayed as a set of pixels.

**Q. 12** Aspect Ratio is defined as \_\_\_\_\_.

- (a) ratio of height to width (b) height  
(c) width (d) ratio of width to height

**Ans. : (d)**

**Explanation :** Aspect ratio is the ratio of width to height.

**Q. 13** A graphics package contains \_\_\_\_\_.

- (a) No of housekeeping task such as clearing a display screen  
(b) No of housekeeping task such as initializing parameters  
(c) Both a & b  
(d) None of these

**Ans. : (c)**

**Q. 14** The interactive computer graphics involves \_\_\_\_\_ way communication b/w computer and the user

- (a) One  
(b) Two  
(c) Three  
(d) four

**Ans. : (b)**

**Q. 15** User can make any change on image with the use of \_\_\_\_\_.

- (a) Non-interactive graphics  
(b) Interactive graphics  
(c) Both a & b  
(d) None of these

**Ans. : (b)**

**Q. 16** The application area of computer graphics are \_\_\_\_\_.

- (a) Political  
(b) Education and textbook  
(c) CAD and entertainment  
(d) All of these

**Ans. : (d)**

**Q. 17** CAD means \_\_\_\_\_.

- (a) Car aided design  
(b) Computer art design  
(c) Computer aided design  
(d) None of these

**Ans. : (c)**

**Q. 18** The aspect ratio of a standard 35 mm film frame is \_\_\_\_\_.

- (a) 2.35:1 (b) 2.20:1 (c) 1.35:1 (d) 1.33:1

**Ans. : (c)**

**Explanation :** The aspect ratio is the ratio of width by height of the frame. The aspect ratio of a standard 35mm film frame is around 1.35:1. Aspect ratio of cinemascope frame is 2.35 whereas for 70 mm film frame aspect ratio is 2.20.

**Q. 19** Consider a raster system with a resolution of 1024 by 768. What is the size of the raster needed to store 8 bits per pixel ?

- (a) 768 Kb (b) 1024 Kb  
(c) 786 Kb (d) 1042 Kb

**Ans. : (c)**

**Explanation :** It will be  $1024 \cdot 768 \cdot 8 \text{ bits} = 786 \text{ Kb}$ .

**Q. 20** Display files are used in \_\_\_\_\_.

- (a) Raster Graphics displays

- (b) Vector Graphics Displays  
(c) LCD monitors  
(d) DVST

**Ans. : (b)**

**Explanation :** In vector graphics display input is saved, instead of output. These commands are saved in Display files.

**Q. 21** Which of the following is false with respect to Display file ?

- (a) It provides an interface between the image specification process and image display process  
(b) It stores information in the form of commands  
(c) It stores each and every pixels setting of the display device  
(d) It speeds up the display process

**Ans. : (c)**

**Explanation :** It does not stores information about every pixel of the display device.

**Q. 22** Once a file is saved in JPEG format , some data is lost

- (a) Temporarily  
(b) Permanently  
(c) Both a & b  
(d) None

**Ans. : (b)**

**Q. 23** Color depth can be defined by \_\_\_\_\_ which can be displayed on a display unit

- (a) Bits per pixel  
(b) Bytes per pixel  
(c) Megabyte per pixel  
(d) None of these

**Ans. : (a)**

**Q. 24** Each bit represent

- (a) One color (b) Two color  
(c) Three color (d) None

**Ans. : (b)**

**Q. 25** RGB true color model has \_\_\_\_\_ color depth

- (a) 24bit (b) 32bit  
(c) 64bit (d) None

**Ans. : (a)**

**Q. 26** Grey scale images have a maximum color depth of \_\_\_\_\_.

- (a) 8bit (b) 16bit  
(c) 24bit (d) 32bit

**Ans. : (a)**

**Q. 27** Refresh CRT consist of \_\_\_\_\_.

- (a) Glass wrapper  
(b) The phosphor viewing surface  
(c) The electron gun assembly  
(d) All of above

**Ans. : (d)**

**Q. 28** The amount of time the phosphor produce light or shine is controlled by chemical composition of the phosphor. This is known as \_\_\_\_\_.

- (a) Persistence  
(b) Resistance  
(c) Generators  
(d) None

**Ans. : (a)**





- (c) switching off the glow of phosphor
- (d) Turning ON the pixels by switching ON the glow of phosphor.

Ans. : (a)

**Explanation :** In CRT, the light given off by the phosphor during exposure to the electron beam is known as fluorescence, the continuing glow given off after the beam is removed is known as phosphorescence and the duration of phosphorescence is known as phosphors persistence.

**Q. 45** A frame buffer is used in \_\_\_\_\_.

- (a) Vector graphics display
- (b) Raster graphics display
- (c) Display file
- (d) DVST

Ans. : (b)

**Explanation :** Raster graphics displays make use of frame buffer because they store each pixel's setting in the frame buffer.

**Q. 46** The difference between DVST and Plotter is \_\_\_\_\_.

- (a) DVST allows modification in image but plotters do not allow modification
- (b) In DVST, the screen remembers the image, whereas in plotters paper remembers the image
- (c) DVST is more time consuming than plotters
- (d) None of these

Ans. : (b)

**Explanation :** In DVST, the screen remembers the image, whereas in plotters paper remembers the image.

**Q. 47** Which color is produced with the green and red dots only \_\_\_\_\_

- (a) Blue
- (b) Yellow
- (c) Magenta
- (d) White

Ans. : (b)

**Q. 48** Beam penetration method is used in \_\_\_\_\_

- (a) Random scan system
- (b) Raster scan system
- (c) Both a & b
- (d) None of these

Ans. : (a)

**Q. 49** Shadow mask method is used in \_\_\_\_\_

- (a) Random scan system
- (b) Raster scan system
- (c) Both a & b
- (d) None of these

Ans. : (b)

**Q. 50** Plasma device converts \_\_\_\_\_

- (a) Electrical energy into light
- (b) Light into electrical energy
- (c) Light into graphical energy
- (d) None of these

Ans. : (a)

**Q. 51** Plasma panels are also called \_\_\_\_\_

- (a) Liquid crystal display
- (b) Gas discharge display
- (c) Non emissive display
- (d) None of these

Ans. : (b)