

BCR/M 16  
COMPUTER GRAPHICS  
PAPER-BCA-363

Note : Attempt five questions in all, selecting at least one question from each Unit Q. No. 1 is Compulsory.

1. (a) What do you mean by Computer Graphics?
- (b) What do you mean by Colour Palette?
- (c) What do you mean by scan converting of a point and a line?
- (d) Differentiate in general the working of pointing and positioning devices.
- (e) Discuss the basic working method of raster scan monitors.
- (f) Differentiate with example between window and viewport coordinates.
- (g) Discuss the advantages and disadvantages of random scan monitors.
- (h) List the features of LED monitors.

**Unit-I**

2. Discuss in detail with diagram the working of CRT monitor.
3. Write a program which show of co-ordinates which are stored in look up table.

**Unit-II**

4. Explain the Bresenham's circle drawing algorithm.
5. Write a program to implement flood fill algorithm to fill the triangle with coordinate of your choice.

**Unit-III**

6. Explain the translation, rotation and scaling transformation with shape of your own choice.
7. Explain reflection and shearing transformation with example.

**Unit-IV**

8. Write a program to convert the given world coordinate to window and viewport coordinate.
9. Explain composite transformation with reference to 3D coordinate system.