

Roll No.

Total Pages

1127

BCA / D-12
COMPUTER GRAPHICS
Paper-BCA-355

Time allowed: 3 hours

Maximum marks: 90

Note: Attempt **five** questions in all, selecting at least **one** question from each unit.
Questions No. **1** is compulsory. All questions carry equal marks.

(Compulsory question)

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|---------------------------|---|
| 1. Explain the following: | |
| (a) Video Controller | 4 |
| (b) Resolution | 4 |
| (c) Refresh rate | 4 |
| (d) Zooming. | 6 |

Unit-I

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|---|----|
| 2. Explain various Input devices used in Computer graphics. | 18 |
| 3. What is color theory? | 18 |

Unit-II

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| 4. Compare DDA with Bresenham's algorithm. | 18 |
| 5. Write an algorithm for generating an ellipse. | 18 |

Unit-III

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| 6. Explain the following: | |
| (a) Point | |
| (b) Reflection | |
| (c) Inverse. | 18 |
| 7. How scaling and rotation is done? Give their formula and algorithm. | 18 |

Unit-IV

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| 8. How will you view 2D/3D picture? | 18 |
| 9. Explain various methods of clipping a picture. | 18 |