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Total No. of Questions: 10] [Total No. of Printed Pages: 7 (1049)

B.C.A. (CBCS) RUSA VIth Semester Examination

4398

COMPUTER GRAPHICS

Paper: BCA-0604

Time: 3 Hours] [Maximum Marks: 70

Note: Attempt *six* questions in all. Part A is compulsory.

Attempt any *four* questions, selecting *one* question each form Part B, C, D and E.

Part-A

(Compulsory)

- 1. Attempt all questions :
 - (i) Which of the following is the basic unit of drawing in a raster scan system?
 - (a) Lines

(b) Pixels

(c) Points

(d) Vectors

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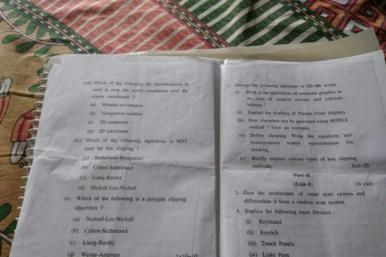
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- (ii) Which of the following roethods is used to produce color CRT monitors for a random scan system ?
 - (a) Beam penetration
 - (b) Shadow masking
 - (c) Shadow penetration
 - Beam masking
- (iii) Which of the following is NOT a digital input device ?
 - (a) Keyboard
 - (b) Optical mouse
 - (c) Image scanner
 - (d) Voice entry system
- (iv) The acronym DDA stands for :
 - (a) Digital differential algorithm
 - (b) Digital differential analyzer
 - (c) Digital difference analyzer
 - (d) Differential digital algorithm

(y) Which of the following algorithms should NOT be used for generating ellipse ?

- (a) Direct
- (b) Mid-point
- (c) Bresenham
- (d) Polar domain
- (vi) Which of the following transformation is used to change the size of an object?
 - (a) Translation
 - (b) Scaling (c) Rotation
 - (d) Shearing
 - (vii) The transformation that produces a parallel mirror image of an object are called:
 - (a) Rotation
 - (b) Reflection
 - (c) Translation
 - (d) Scaling



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(Unit-II)

5. Derive DDA line algorithm for the line with $\Delta x > 0$. $\Delta v > 0$ and $\Delta v > \Delta y$. Generalize it for all line types and trace the algorithm for line with end points (10, 13) to (5, 23).

6. Write the procedural steps for Bresenham circlealgorithm and evaluate the raster locations generated by the algorithm for a circle with radius 5.

Part_D

(Unit-III)

10 each

7. Find the 2D transformation R that rotates an object by an angle of θ about the fixed point (h, k). Also find the coordinates of the triangle ABC where A(0, 0), B(5, 2) and C(2, 3) after rotating it by an angle of 45° about point C.

8. Define 2D viewing transformation and derive Window-to-Viewport transformation to map a window of size (xwmin, ywmin) to (xwmax, ywmax) onto the viewport of size with the help of (xvmin, yvmin) to (xwmax, ywmax).

(Unit-IV)

10 each

9. Explain Liang Barsky Line Clipping technique and demonstrate its working by clinning the time segment AB where Aes(8, 9) and Bes(-4, 3) against the window defined from (-4, -5) to (5, 4).

10. What are the various polygon clipping algorithms ? Explain the working of Sutherland-Hodgeman algorithm with the help of suitable example.

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