

(A-6) Seat No: \_\_\_\_\_

No. of Printed Pages: 2

SARDAR PATEL UNIVERSITY  
BCA Examination, 5<sup>th</sup> Semester (CBCS) (Regular- NC- All)

Wednesday, Date:

11<sup>th</sup> May, 2016

Session: i

Time:

Morning

10:30 am TO 1:30 pm

Course Code: US05CBCA02

Course Title : Computer Graphics

Total Marks: 70

Q1. Multiple Choice Questions.

[10]

1. \_\_\_\_\_ persistence phosphor is used in animation.  
a. Low  
b. Medium  
c. High  
d. None of the above
2. Which one of the following is the type of non-emissive displays.  
a. LED  
b. Plasma  
c. LCD  
d. None of the above.
3. \_\_\_\_\_ is a primary input device for entering string.  
a. Mouse  
b. Track ball  
c. Space ball  
d. Keyboard
4. In Odd-Even rule, the point is interior if it is an \_\_\_\_\_ number.  
a. Odd  
b. Even  
c. Zero  
d. Natural
5. A rotation transformation is applied to an object by repositioning it along a \_\_\_\_\_ path in the xy plane.  
a. Straight  
b. Triangular  
c. Circular  
d. Random
6. \_\_\_\_\_ type has small lines or accents at the end of the main character.  
a. Bitmap  
b. Serif  
c. Sans serif  
d. Bold
7. The region against which an object is clipped is called a \_\_\_\_\_.  
a. Clip window  
b. Viewport  
c. Pivot point  
d. Window
8. Default frame rate in FLASH is \_\_\_\_\_ frames per second.  
a. 60  
b. 30  
c. 25  
d. 12
9. You can use the \_\_\_\_\_ tool to copy fill and stroke attributes from one object and immediately apply them to another object.  
a. Lasso  
b. Eye dropper  
c. Zoom  
d. Selection
10. \_\_\_\_\_ indicates the selected frame number, the current frame rate, and the elapsed time to the current frame.  
a. Timeline  
b. Layer  
c. Frame  
d. Key Frame

- Q2. Answer the following short questions (Attempt any TEN) [20]**
1. Give 2 examples each of impact and non-impact printers.
  2. State disadvantages of Beam Penetration method.
  3. List various graphics input devices.
  4. Differentiate between : Bitmap and Outline fonts.
  5. List the types of joins used when two line segments intersect. Draw Diagram.
  6. List attributes for the line. Explain any one.
  7. What is Scaling? List different types of scaling.
  8. Explain Window and Viewport.
  9. What is Geometric transformation? List all 2-D geometric transformations.
  10. Define : i) Layer ii) Key Frame.
  11. What is Symbol? List different types of symbols used in FLASH.
  12. Explain different types of text fields that can be created in FLASH.
- Q3.a. Explain various applications of Computer Graphics. [6]**
- b. Explain construction and working of CRT with labeled diagram in brief. [4]
- OR**
- Q3.a. State techniques used in color monitors. Explain Shadow mask method in detail. [6]**
- b. Differentiate between : Raster and Random Scan [4]
- Q4.a. Write steps for Bresenham line drawing algorithm. [6]**
- b. What is an inside-outside test? Explain any one method used for inside-outside test. [4]
- OR**
- Q4.a. Write steps for mid-point circle generation algorithm. [6]**
- b. Explain any 4 character attributes in detail. [4]
- Q5.a. Explain Reflection transformation in detail. [5]**
- b. Explain Cohen-Sutherland line clipping procedure in detail. [5]
- OR**
- Q5.a. Explain Rotation transformation with respect to origin in detail. [5]**
- b. Explain various types of text clipping procedures with example. [5]
- Q6. Explain toolbox of flash in detail. [10]**
- OR**
- Q6. Explain tween animations in FLASH using examples. [10]**

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(2)