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SARDAR PATEL UNIVERSITY  
BCA SEM : VI (CBCS) EXAMINATION 2018  
US05CBCA02 COMPUTER GRAPHICS

DATE : 8/11/2019

TIME : 02.00 PM TO 05.00 PM

MARKS : 70

Monday

## Q.1 Multiple Choice Questions :

[10]

1. \_\_\_\_\_ is also known as calligraphic display.
  - a. Random b. Raster c. Beam Penetration d. Shadow mask
2. \_\_\_\_\_ lens focusing produces the smallest size spot on screen.
  - a. Electrostatic b. Magnetic c. Filament d. None of the above
3. Originally, \_\_\_\_\_ referred to a set of cast metal characters forms.
  - a. Font b. Character c. Metal words d. Casted words
4. DDA is an algorithm \_\_\_\_\_.
  - a. To draw a line b. To Rotate a line c. To draw circle d. To draw polygon
5. A \_\_\_\_\_ is a transformation that produces a mirror image of an object.
  - a. translation b. Reflection c. Rotation d. Shear
6. An area on a display device to which a window is mapped is called a \_\_\_\_\_.
  - a. window b. Viewport c. clip window d. viewing transformation
7. Default frame rate is \_\_\_\_\_ fps
  - a. 30 b. 60 c. 12 d. 15
8. Shortcut key to enter key frame in FLASH is \_\_\_\_\_.
  - a. F5 b. F6 c. Shift F5 d. Shift F6
9. \_\_\_\_\_ produce illustrations for reports for use with projectors.
  - a. Computer Art b. Image Processing c. Entertainment d. Presentation Graphics
10. In odd-even rule, if the number of polygon edges crossed by this line is odd, then that point is \_\_\_\_\_ point.
  - a. Exterior b. Fully exterior c. Partially interior d. Interior

## Q.2 Short Questions : ( Any Ten )

[20]

1. Define : Resolution
2. State disadvantages of DVST
3. Differentiate between impact and non-impact printers
4. List attributes for the line. Explain any one.
5. Explain gray scale in short.
6. What is inside-outside test? List various methods used for the same.
7. What is clipping? List out all clipping object.
8. What is scaling? List out its types.
9. Define : viewport
10. Define : onion skinning
11. List different file formats that can be published in FLASH.
12. Define : key frame

- Q.3 [A] Explain working of CRT in detail. [05]  
[B] List all types of input devices and explain any two in detail. [05]

OR

- Q.3 [A] Explain in detail random scan. [05]  
[B] Write a note on graphics functions. [05]

- Q.4 [A] Write steps for mid-point circle generation algorithm. [05]  
[B] Write a note on character generation. [05]

OR

- Q.4 [A] Write steps for DDA line drawing algorithm. [05]  
[B] Write a note on line attribute. [05]

- Q.5 [A] What is text clipping? List out all types and explain with example. [05]  
[B] Write a note on : Translation and Rotation [05]

OR

- Q.5 [A] Write a short note on line clipping algorithm. [05]  
[B] Write a short note on Viewing Pipeline. [05]

- Q.6 [A] Explain different types of layers with appropriate example. [10]

OR

- Q.6 [A] Explain different types of tween animations in FLASH with example. [10]

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