

SARDAR PATEL UNIVERSITY
BCA SEM-V EXAMINATION 2016
Computer Graphics (US05CBCA02)

Time: 2:30 p.m. to 5:00 p.m.

Date: 17/11/2016, Thursday

Total Marks: 70

Q.1 Multiple Choice Questions

[10]

- 1 _____ is primary input device for entering string.
[A. Mouse, B. Keyboard, C. Scanner, D. Monitor]
- 2 _____ is not the application of Computer Graphics.
[A. Computer Aided Design, B. Presentation Graphics, C. Power Point, D. Computer Art]
- 3 The ratio of vertical points to horizontal points necessary to produce equal length lines in both directions is called _____.
[A. Persistence, B. Resolution, C. Aspect Ratio, D. None of the above.]
- 4 Boundary Fill/Flood Fill algorithm can be applied as _____.
[A. 4-connected approach, B. 8-connected approach, C. Only (a), D. Both (a) and (b)]
- 5 DDA is an algorithm _____.
[A. To draw a line, B. To Rotate a line, C. To draw circle, D. To draw polygon]
- 6 Rotation point is also known as _____.
[A. Rotation angle, B. Rotation axis, C. Pivot point, D. Translation vector]
- 7 A _____ is a transformation that produces a mirror image of an object.
[A. translation, B. reflection, C. rotation, D. shear]
- 8 The region against which an object is to clip is called a _____.
[A. region code, B. viewport, C. window, D. clip window]
- 9 Extension of FLASH file is _____.
[A. .fla, B. .fsh, C. .swf, D. .fss]
- 10 Maximum stage size of Macromedia Flash is _____.
[A. 2580 x 2580 pixels, B. 2550 * 2880 pixels, C. 2880 x 2880 pixels, D. 2800 x 2300]

(1)

(P.T.O.)

Q.2 Write Short Questions. [Any 10]

- 1 List major applications of **Computer Graphics**.
- 2 Define term **Resolution**.
- 3 Differentiate between **impact and non-impact printers**.
- 4 Define term **Circle** in context of output primitive.
- 5 List types of **Joins for a Line** and define any one.
- 6 Give overview of **any one Inside-Outside Test**.
- 7 Discuss **Scaling**.
- 8 Define **Window and View Port**.
- 9 What is **Clipping**? List out all **Clipping Objects**.
- 10 Write a note on **Onion Skinning**.
- 11 Define **Frame and KeyFrame**.
- 12 List down **Flash Drawing and Painting Tools**.

- Q.3(A) Discuss CRT with proper diagram. [06]
 (B) Write a note on any one **Technique used in Color Monitor**. [04]

OR

- Q.3(A) Discuss **Emissive Flat Panel Display**. [06]
 (B) Write a detail note on **Graphics Functions**. [04]

- Q.4(A) Discuss with proper steps **DDA Line Drawing Algorithm**. [06]
 (B) Write a note on **Character Generation**. [04]

OR

- Q.4(A) Discuss **Mid-Point Circle Generating Algorithm**. [06]
 (B) Write a note on **Line Attributes**. [04]

- Q.5(A) What is **Geometric Transformation**? List all 2-D geometric transformation and explain any two in detail. [06]
 (B) Write a short note on **Viewing Pipeline**. [04]

OR

- Q.5(A) Write a detail note on **Translation and Rotation**. [05]
 (B) What is **Text Clipping**? List out all types and explain it with example. [05]

- Q.6 Discuss **Types of Layers** with proper example of each. [10]

OR

- Q.6 Define **Animation**. Also write a detail note on **Frame-by-Frame and Tweened Animation**. [10]

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 (2)