

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

BCA (2013 & Onward) (Sem.-6)

COMPUTER GRAPHICS

Subject Code : BSBC-602

M.Code : 71211

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.

SECTION-A

1. Answer briefly :

- a) Give the introduction of passive graphics.
- b) Explain Random Scan display.
- c) What are flat panel devices?
- d) What is function of lookup table?
- e) What are flood fill techniques?
- f) What is use of Sutherland algorithm?
- g) Write about windows and view port.
- h) Define shearing.
- i) Discuss about graphic tablets.
- j) Write the color models available in graphics.

SECTION-B

2. What is function of image scanning in graphics? Discuss types of graphs.
3. Explain Bresenham's line drawing algorithms along with their derivations.
4. a) Write a short note on Midpoint circle Algorithm.
b) With suitable examples explain all 3D transformations.
5. Why clipping is used in graphics? Discuss text clipping.
6. Describe the 2-D transformation matrix for rotation about arbitrary point.
7. What are different types of projections in computer graphics? Explain with example.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.