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Total No. of Pages : 02

Total No. of Questions : 07

BCA (2011 & Onward) (Sem.-6)

COMPUTER GRAPHICS

Subject Code : BSBC-602

Paper ID : [A2378]

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. Write briefly :

- a) What is Joystick and Data Glove?
- b) What do you mean by character generation?
- c) What is Raster scan? How it is different from Random Scan?
- d) Explain the term Lookup Table.
- e) Why are transformations required?
- f) Explain Resolution of a monitor.
- g) What is homogeneous coordinates?
- h) Differentiate Plotter and Printer.
- i) What is Scaling and Reflection?
- j) What is Aspect Ratio?

SECTION-B

2. What is the difference between Active and Passive Graphics? Explain with example.
3. What is a Circle? Give its attributes. Write an algorithm for circle drawing.
4. Explain the following :
 - a) Flood fill techniques
 - b) Area filling techniques.
5. What is Random Scan Systems? Explain the detailed working of Random Scan Systems with examples.
6. What is the difference between 2-Dimensional and 3-Dimensional Graphics?
7. Explain the working of each one with diagram :
 - a) Plasma Panel
 - b) DVST