

Roll No.

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 are homogenous coordinates?
- b. What is the difference between active and passive graphics?
- c. What is scan conversion?
- d. What are geometric transformations?
- e. What is clipping?
- f. What is refresh rate?
- g. What is the purpose of frame buffer?
- h. List two advantages of Random Scan systems.
- i. What is a viewport?
- j. What is Resolution?

SECTION-B

2. What are various character generation techniques? Explain.
3. Give Bresenham's algorithm for circle.
4. What are the various applications of Computer Graphics?
5. Write short note on Raster Scan Display.
6. What are Transformations? Give 3D transformation matrix for Translation, Shearing, Scaling and Rotation.
7. Explain Cohen Sutherland Algorithm for line clipping?