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Total No. of Pages: 02

Total No. of Questions: 07

BCA (2011 & Onward) (Sem. – 6)

COMPUTER GRAPHICS

M Code: 71211

Subject Code: BSBC-602

Paper ID: [A2378]

Time: 3 Hrs.

Max. Marks: 60

INSTRUCTIONS 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 students has to attempt any **FOUR** questions.

SECTION A

1. Briefly answer the following:

- a) What is the difference between interactive and passive computer graphics?
- b) What is display processor?
- c) Define anti-aliasing.
- d) Write the attributes of a line.
- e) What are composite transformations?
- f) Define Shadow masking.
- g) What are the side effects of Bresenham's line drawing algorithm?
- h) Discuss the mid-point circle drawing algorithm.
- i) Write the matrix for 2-D rotation.
- j) What is oblique projection?

SECTION B

2. What do you mean by Computer Graphics? Discuss the applications of computer graphics.
3. Draw a cross sectional diagram of raster-scan CRT and discuss its major components and working.
4. Discuss the Bresenham's line drawing algorithm.
5. Explain with an example the Cohen Sutherland algorithm for line clipping.
6. Discuss the various geometric transformations in 3-D graphics.
7. Define Projection. Describe two basic perspective and parallel projection techniques for 3-D displays.