

**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.**