Total No. of Pages : 02

Total No. of Questions : 07

DEP, BCA/BCA (Sem.-6) COMPUTER GRAPHICS Subject Code : BSBC-602 M.Code : 71211 Date of Examination : 06-07-22

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) What are the applications of Area Filling algorithms?
- b) What is the difference between RGB and CMY color models?
- c) What do you mean by Active and Passive Graphics?
- d) What do you mean by Text clipping?
- e) Write in brief about the working of Joysticks.
- f) What are the specifications of the CRT monitors?
- g) What do you mean by Projection transformation?
- h) Write the transformation matrix for 2-D Reflection about x-axis.
- i) Write any two applications of Raster scan systems.
- j) What do you mean by Scan Conversion?

SECTION-B

- 2. What are the various Scan conversion algorithms for Circle drawing? Write the steps in detail along with an example.
- 3. Write a detailed note on Line and Polygon Clipping. What are its uses in computer graphics?
- 4. What are the various Input devices used in Computer graphics? Give the advantages and disadvantages of each of them.
- 5. What are the various 3-D geometric transformations? Write the matrix notation for each of them.
- 6. Write in detail about Character Generation techniques with suitable examples.
- 7. Differentiate between Parallel and Perspective Projection transformation. What are the areas of application of both?

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.