III Semester B.C.A. Examination, Feb./March 2010
COMPUTER GRAPHICS

Time : 3 Hours   Max. Marks : 80

Instructions *: 1) Answer **all** questions in Part **A**, **6** out of **8** questions in Part **B**, and **3** out of **5** questions in Part **C**.*
*2) Part **A** : Questions from **1** to **8** carry **1** mark and **9** to **14** carry **2** marks **each**.*
*3) Part **B** : **Each** question carries **5** marks.*
*4) Part **C** : **Each** question carries **10** marks.*

PART – A

1. What is meant by computer animation ?

2. What is display processor ?

3. What is meant by Cartesian coordinate system ?

4. How to initialize graphics in C ?

5. What is view port ?

6. What is window ?

7. What is stereoscopic effect ?

8. What is kinetic depth effect ?

9. What are the advantages of DDA line drawing algorithm ?

10. List some of the C graphical functions.

11. Give the advantages of shadow mask CRT.

12. What is positioning technique ?

13. What are intensity cues ?

14. What is shading ?

P.T.O.

PART – B

1. Explain DVST and quality of phosphors.

2. Explain point plotting techniques.

3. Discuss midpoint subdivision method.

4. Explain graphical input techniques.

5. Explain two dimensional transformations.

6. Discuss solid area conversion.

7. Give the perspective view of a cube.

8. Explain scan line coherence algorithm.

PART – C

1. Explain random scan monitors and display processors.

2. Explain Cohen Sutherland algorithm.

3. Explain three dimensional transformations.

4. Write a C program to draw pie chart showing the four year sales figure of a company.

5. Explain priority algorithms.

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