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Total No. of Questions: 07]

[Total No. of Pages: 02

# BCA (Sem. - 5th)

## COMPUTER GRAPHICS

**SUBJECT CODE**: BC - 503 (N2)

Paper ID: [B0221]

[Note: Please fill subject code and paper ID on OMR]

Time: 03 Hours

Maximum Marks: 60

#### **Instruction to Candidates:**

- 1) Section A is Compulsory.
- 2) Attempt any Four questions from Section B.

### Section - A

Q1)

 $(10\times2=20)$ 

- a) Why a keyboard is called locator device as well as valuator device?
- b) Why mouse is called a hand held device?
- c) Compare impact vs. non impact print technology.
- d) What is the use of CRT?
- e) What are Drum Plotters?
- f) What is the use of World Co-ordinate System?
- g) What are the advantages of digital video?
- h) Describe Random Scan Display.
- i) Define translation.
- j) What is the use of vanishing point.

#### Section - B

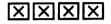
 $(4 \times 10 = 40)$ 

- Q2) Explain the architecture of a Raster Scan Display with help of a diagram.
- Q3) Discuss the Bresenham's circle rasterizing algorithm.
- Q4) Discuss various projections of an object in a view plane.

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*P.T.O.* 

- Q5) Compare the working of electrostatic printer and laser printer.
- Q6) What are the various transformations possible in 2D? Discuss any three of them.
- **Q7)** Write a note on:
  - (a) Data Gloves.
  - (b) Flatbed Scanner.
  - (c) Digitizer.
  - (d) Line clipping.



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