Roll No. ....

Total No. of Questions : 07]   [Total No. of Pages : 01

BCA (Sem. – 5th)
COMPUTER GRAPHICS
SUBJECT CODE : BC - 503
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 × 2 = 20)*

    a)   What is the purpose of input devices in computer?
    b)   What is the difference between impact and non impact printer?
    c)   What do you mean by 3D rotation?
    d)   Draw cathode ray tube and define its components.
    e)   What is the use of scan conversion algorithm?
    f)   Explain the use and working of workstation.
    g)   What are various area filling techniques?
    h)   What is the difference between scaling and translation?
    i)   What is the use of light pen?
    j)   What is clipping?

Section - B

(4 × 10 = 40)

 Q2) Explain the difference between Cartesian and homogenous co-ordinate
        system with an example.
Q3)   Write an algorithm to explain the 2D sharing of an object.
Q4)   What is the difference between parallel and prospective projection?
        Explain any one with example.
Q5)   Explain the difference between DDA and Bresenham's line algorithm.
Q6)   Explain the working of raster scan system.
Q7)   Explain the working of data glove and digitizer.