

Roll No.

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Total No. of Pages : 02

Total No. of Questions : 07

BCA (Sem.-5th)**COMPUTER GRAPHICS**

Subject Code : BC-503 (2007 to 2010 Batch)

Paper ID : [B0221]

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 students has to attempt any **FOUR** questions.

SECTION-A**I. Write briefly :**

- (a) What is the purpose of plotter?
- (b) What is the difference between graphics monitor and workstation?
- (c) What is the use of clipping?
- (d) Why we use Bresenham's algorithm?
- (e) What are various type of projections?
- (f) What is role of flat panel display?
- (g) Can we convert a 3D object to 2D?
- (h) What is the use of data glove?
- (i) What are various scan conversion algorithms for line? Which is better and why?
- (j) What do you mean by character generation?

SECTION-B

2. Explain the working of any two input devices.
3. What is the difference between impact and non impact printer? Explain the working of any one impact and one non impact printer.
4. Explain the difference between raster scan and random scan system.
5. What is the use of homogenous co-ordinate system? Write a procedure to rotate and scale a 2D image (take any co-ordinates).
6. Explain the difference between rotation, reflection, translation and shearing 3D image with an example.
7. What are various area filling techniques? Explain any one.