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Total No. of Pages: 01
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BCA (Sem.-5th)
COMPUTER GRAPHICS
Subject Code: BC-503
Paper ID: [B0221]

Time: 3 Hrs.   **Max. Marks: 60**

INSTRUCTIONS TO CANDIDATE:
1. Section A is compulsory
2. Attempt any four Questions from section B

SECTION-A

Ql.   Write briefly :   (10x2=20)

    a)   Why mouse is called hand held device?

    b)   What are homogenous coordinates? Explain their use?

    c)   What is clipping?

    d)   What is flat panel display? Explain

    e)   Why is Bresenham's algorithm is better than DDA.

`   f)   What are the various area filling techniques.

    g)   What do you understand by the resolution of a monitor?

    h)   What is the symmetry of an ellipse?

    i)   Difference between printer and plotter,

    j)   Define translation.

SECTION-B

Q2.   Explain transformation? Define various types transformation.   (10)

Q3.   What is projection? Difference between parallel and perspective projection.   (10)

Q4.   What is clipping? Explain the method of Cohen Sutherland line clipping in detail.
Explain with example.   (10)

Q5.   Compare the working of electrostatic printer and laser printer.   (10)

Q6.   Difference between random scan and raster scan display.   (10)

Q7.   By using composite transformation convert a square with coordinates (l,0),(2,0), (1,1)
and (2,1) into a parallelogram with S$_x$ =1 and S$_y$=2 and given angle=45°
(which diagonal is making with x axis).   (10)

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