BCA (2009 to 2010 Batch)   (Sem.–5)
COMPUTER GRAPHICS
Subject Code : BC-503
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 a student has to attempt any FOUR questions.**

SECTION-A

1. **Write briefly :**

   a) Define Frame Buffer.

   b) What do you mean by Resolution?

   c) Define Morphing.

   d) What is Aspect Ratio?

   e) Define Interlacing.

   f) Discuss Viewing.

   g) What are Drum plotters?

   h) Give matrix for sheering transformation.

   i) Define Digitizer.

   j) Define Line Clipping.

SECTION - B

2. Discuss various types of hard copy devices in detail.

3. Discuss in detail the working of CRT Monitors.

4. Differentiate between Raster Scan and Random Scan display. Explain advantages and disadvantages of each of them.

5. Discuss the Bresenham's algorithms for drawing line.

6. What are various transformation possible in 2-D? Explain with example.

7. What are various types of Dot matrix printer? Explain their working.