Roll No. ☐☐☐☐☐☐☐☐☐☐☐☐☐

Total No. of Pages : 02

Total No. of Questions : 07

BCA (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) Explain the working of digitizer.

   b) Differentiate between Flatbed and drum plotter.

   c) Differentiate between LCD and Plasma displays.

   d) Define aspect ratio.

   e) Why is Bresenhem's algorithm better than DDA?

   f) Define Reflection.

   g) What do you mean by 2D line clipping?

   h) What are various steps required to perform 3d viewing transformations?

   i) What do you mean by parallel projections?

   j) Discuss any area filing technique.

SECTION-B

2) Explain different types of printers in detail.

3) Explain flat panel displays in detail.

4) What are random scan displays? Compare and contrast raster scan and random scan displays.

5) Discuss midpoint circle generation algorithm with example.

6) Explain various 2D geometric transformations in detail.

7) Define Projection. Discuss various types of perspective projection in detail.