Roll No. ☐☐☐☐☐☐☐☐☐☐☐☐☐ Total No. of Pages : 02

Total No. of Questions : 07

BCA (2011 & Onward) (Sem.–6)
COMPUTER GRAPHICS
Subject Code : BSBC-602
Paper ID : [A2378]

Time : 3 Hrs. Max. Marks : 60

INSTRUCTIONS 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

l. **Write briefly :**

a) Differentiate between Boundary fill and flood fill algorithm for Area filling.

b) What is the use of LCD?

c) What is vanishing point(s)?

d) What is character generation?

e) What are homogeneous coordinate? Explain their use.

f) What is use of aspect ratio?

g) Define shearing and skewness.

h) Why is Bresenham's algorithm better than DDA?

i) What are basic parts of Display system?

j) Define random scan display.

SECTION-B

2. Explain the architecture of a raster scan display with the help of diagram.

3. What is projection? Difference between parallel and perspective projection.

4. What is clipping? Explain the method of Cohen Sutherland line clipping in detail. Explain with example.

5. Explain transformation. Define various types of transformation.

6. Difference between random scan and raster scan display.

7. What do you mean by Scan conversion? Write down the algorithm to scan convert an ellipse. Also give example.