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**

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) What is Joystick and Data Glove?

   b) What do you mean by character generation?

   c) What is Raster scan? How it is different from Random Scan?

   d) Explain the term Lookup Table.

   e) Why are transformations required?

   f) Explain Resolution of a monitor.

   g) What is homogeneous coordinates?

   h) Differentiate Plotter and Printer.

   i) What is Scaling and Reflection?

   j) What is Aspect Ratio?

SECTION-B

2. What is the difference between Active and Passive Graphics? Explain with example.

3. What is a Circle? Give its attributes. Write an algorithm for circle drawing.

4. Explain the following :

   a) Flood fill techniques

   b) Area filling techniques.

5. What is Random Scan Systems? Explain the detailed working of Random Scan Systems with examples.

6. What is the difference between 2-Dimensional and 3-Dimensional Graphics?

7. Explain the working of each one with diagram :

   a) Plasma Panel

   b) DVST