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CAVIS-349 A-17
B.C.A. VIth Semester Degree Examination
Computer Science
(Computer Graphics)
Paper : BCA 6.3

Time : 3 Hours Maximum Marks : 80

SECTION - A

1. Answer all the questions. Each question carries 2 marks : **(10 × 2 = 20)**

a) What are Display devices?

b) What are Input devices?

c) Define CRT.

d) What are types of line drawing algorithms?

e) Define Scaling.

f) What is Window and Viewport?

g) Define Clipping.

h) Give the homogeneous matrix representation of translation transformation.

i) Give any four Graphics output devices.

j) Define Parallel Projection.

SECTION - B

Answer any four questions. Each question carries 5 marks : **(4 × 5 = 20)**

2. Explain graphics software in detail.

3. Write the DDA line drawing algorithm.

4. Explain Rotation transformation.

5. Explain Window-to-viewport transformation.

6. Explain Polygon tables.

7. Describe briefly perspective projection.

SECTION - C

Answer any **four** questions. Each question carries 10 marks. **(4 × 10 = 40)**

8. Explain in detail CRT.

9. Explain any 3 graphics input devices in detail.

10. Explain Bresenham's line drawing algorithm.

11. Explain composite transformations in detail.

12. Explain Cohen-Sutherland line clipping algorithm.

13. What is 2D transformation? Explain translation and scaling.