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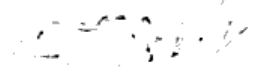
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CAVIS-349 A-17
B.C.A. VIth Semester Degree Examination
Computer Science
(Computer Graphics)
Paper : BCA 6.3

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.

