

Department of Computer Applications

Subject: Computer Graphics

Class: III BCA (Shift-II)

Semester: V

Staff: A.Lourdu caroline & J. Robert Adaikala Raj

5 Marks Questions:

1. Define Computer graphics. Give its applications.
2. What are the video display devices?
3. Define refresh buffer/frame buffer.
4. List out the merits and demerits of Penetration techniques?
5. List out the merits and demerits of DVST.
6. What do you mean by emissive and non-emissive displays?
7. What is raster scan and Random scan systems.
8. Differentiate Random Scan display and Raster scan display.
9. What are the Input devices and Hard copy devices?
10. What is Output Primitive? What is point and lines in the computer graphics system?
11. What is DDA? What are the disadvantages of DDA algorithm?
12. Digitize a line from (10,12) to (15,15) on a raster screen using Bresenham's straight line Algorithm what are the various line drawing algorithms.
13. Write briefly about Raster scan system.
14. Discuss about 3D viewing device with neat diagram.
15. Write note on reflection.
16. Describe DDA line drawing algorithm.
17. Discuss viewing transformation in detail.
18. Write notes on point clipping
19. Write short notes on keyboard.
20. Briefly write about light pen.
21. Discuss object space and image space method.
22. Explain 2D viewing method.
23. Explain Marker attributes.
24. What do you mean by Inquiry function?
25. Discuss about Bundled attributes.

26. Explain about Reflection and Shearing.
27. Discuss about Rotation about pivot point.
28. Discuss about Scaling about fixed point.
29. Briefly discuss about Rubber band method and Dragging.
30. Define Locator and Stroke devices.
31. Explain Parallel Projection.
32. Explain about Perspective Projection.
33. Discuss about 3D viewing.

10 Mark Questions:

34. Draw and explain the working principles of CRT in detail.
35. Discuss the working principle of CRT colour monitor with neat diagram.
36. Explain Random Scan System and Raster Scan System.
37. Describe Circle generating algorithm in detail.
38. Explain Bresenham's Line Generating algorithm.
39. Write in detail about (i) pivot point rotation (ii)fixed point scaling.
40. Explain 2D transformation in detail.
41. Discuss about Cohen Sutherland Line Clipping algorithm.
42. Explain Liang Barsky line clipping algorithm in detail.
43. Explain NLN line clipping method,
44. Discuss any one of the polygon clipping in detail.
45. Explain interactive picture construction techniques in detail.
46. Describe different graphical input devices in detail.
47. Discuss about logical classification of input devices
48. Explain about 3D display methods in detail.
49. Explain 3D transformation in detail.
50. Explain Scaling about fixed point and rotation about pivot point in 3D transformation.
51. Discuss in detail about parallel and perspective projections.
52. Explain 3D viewing method in detail.