

19U432

(Pages: 2)

Name: .....

Reg.No: .....

**FOURTH SEMESTER B.C.A. DEGREE EXAMINATION, APRIL 2021**

(CBCSS - UG)

**CC19U BCA4 C08 - COMPUTER GRAPHICS**

(Computer Science - Core Course)

(2019 Admission - Regular)

Time : 2.00 Hours

Maximum : 60 Marks

Credit : 3

**Part A** (Short answer questions)

Answer *all* question. Each question carries 2 marks.

1. Define Entertainment.
2. Define scan line in raster scan.
3. Define refresh display file.
4. Define emissive and non-emissive display.
5. Define Shadow mask method.
6. Write steps when  $\Delta x=1$  in DDA algorithm.
7. List 2 approaches of polygon filling.
8. Write the Row-major equation for Scaling.
9. Write the general equation on reflection on  $Y=-X$ .
10. Define Light.
11. Define subtractive color model.
12. Explain any 2 advantages of Gimp.

**(Ceiling: 20 Marks)**

**Part B** (Short essay questions - Paragraph)

Answer *all* question. Each question carries 5 marks.

13. Explain DVST.
14. Explain the concept of CRT.
15. Explain differences between LCD and LED.
16. Explain window to viewport transformation.
17. Illustrate the Cohen Sutherland Line Clipping algorithm.
18. Explain Sutherland - Hodgeman Polygon Clipping algorithm.
19. Explain working of selection tools in GIMP.

**(Ceiling: 30 Marks)**

**Part C** (Essay questions)

Answer any *one* question. Each question carries 10 marks.

20. Using Bresenham's algorithm, draw a circle with centre (0, 0) and radius=8. Explain in detail with necessary steps.
21. Write row major, column major, matrix equation of Reflection, Shear?

**(1 × 10 = 10 Marks)**

\*\*\*\*\*