

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. Answer the following questions in brief:

- a. What is Aspect Ratio?
- b. What is Interactive Graphics?

transformation. What do you mean by composite

- d. Differentiate between window and viewport.
- e. What is a Polygon? What are the different types of polygon available?
- f. What is Refresh Rate?
- g. What is Line Clipping?
- h. List two advantages of Raster Scan Systems.
- i. Name the two color models available.
- j. What is the purpose of frame buffer?

SECTION-B

2. Write short note on lookup table.
3. Explain Sutherland-Hodgeman algorithm for polygon clipping.
4. Explain any two input devices in detail.
5. Explain Bresenham's line drawing algorithm.
6. List various applications of Computer Graphics.
7. What are Transformations? Give 2D Transformation matrix for translation, shearing, rotation and scaling.