



BCA 11

III Semester B.C.A. Examination, August 2011  
COMPUTER GRAPHICS

(2x10=20)

Time : 3 Hours

Max. Marks : 80

Instruction : Answer all questions in Part-A and either (a) or (b) of each Question in Part-B.

PART - A

I. Answer all the questions :

(10x1=10)

- 1) Define Joystick.
- 2) Define CAD.
- 3) What is meant by frame buffer ?
- 4) What are the types of clipping ?
- 5) Define bitmap and pixmap.
- 6) Give the matrix representation of 3D translation, rotation and scaling.
- 7) Write down the rotation equation and rotation matrix.
- 8) Define Z-buffer method.
- 9) Define perspective projection.
- 10) Define Rubber band technique.

II. Answer all the questions :

(4x5=20)

- 11) Write the algorithm for Y-X.
- 12) Explain the application of multimedia.
- 13) Explain briefly about input devices.
- 14) Implement the cohen-Sutherland line clipping.
- 15) Explain the various methods of three dimensional devices.

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BCA 11



PART - B

Answer all the questions : (5×10=50)

16) a) Describe the various applications of computer graphics.

OR

b) Explain the function of CRT.

17) a) Explain about midpoint circle drawing algorithm with example.

OR

b) Explain about input devices.

18) a) Discuss in detail about basic transformation.

OR

b) Explain in detail the Sutherland - Hodgeman polygon clipping algorithm.

19) a) Explain briefly about 3D transformation.

OR

b) Describe about Graphical input techniques.

20) a) Explain the Y-X algorithm.

OR

b) Explain the function of segmenting.

(5×10)

11