Reg. No. : ....

Name : ....

V Semester B.Sc. Degree (CBCSS – 2014 Admn. Regular)
Examination, November 2016
CORE COURSE IN COMPUTER SCIENCE (Elective)
5B12CSC (E02) : Computer Graphics

Time : 3 Hours   Max. Marks : 40

SECTION – A

One word answer :   (8×0.5=4)

1. The number of pixels stored in the frame buffer of a graphics system is known as
   _____

2. The resolution offered by SVGA is _____

3. On a monochromatic monitor, the frame buffer is known as _____

4. If the resolution of a printer is 1200 dpi, the number of dots per square inch is
   _____

5. Give an example for non-emissive displays.

6. Pixel stands for _____

7. A circle, if scaled only in one direction becomes a _____

8. A transformation that slants the shape of an object is called _____

SECTION – B

Write short notes on **any seven** of the following questions :   (7×2=14)

9. Define shading.

10. Define persistence.

11. What is pixel ?

P.T.O.

12. Define Translation.

13. Define Clipping.

14. What is projection ?

15. Explain any two applications of LCD's.

16. Define Zooming.

17. Differentiate between impact and non-impact printers.

18. If an image has height of 2 inches and an aspect ratio of 1.5, what is it's width ?

SECTION – C
(Short Essay/Programs)

Answer **any four** of the following questions : (4×3=12)

19. Explain DDA line drawing algorithm with example.

20. Write short notes on clipping operations.

21. Explain the advantages and disadvantages of DVST over refresh CRT.

22. Explain the advantages and disadvantages of random scan displays.

23. Using Bresenham's algorithm draw a circle whose center is (0, 0) and radius is 8 units.

24. Explain Flat Panel Displays.

SECTION – D

Answer **any two** questions : (2×5=10)

25. Explain in detail the Cohen-Sutherland line clipping algorithm with an example.

26. With suitable examples, explain all 3D transformations.

27. Explain the working of shadow mask CRT.

28. Explain various input devices.

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