Register Number :

Name of the Candidate :

7 2 6 2

B.C.A. DEGREE EXAMINATION, 2007

(SECOND YEAR)

(PART - III)

(PAPER - X)

640. COMPUTER GRAPHICS

(New Regulations)

(Including Lateral Entry)

May] [Time : 3 Hours

Maximum : 100 Marks

PART - A (8 × 5 = 40)

Answer any EIGHT questions.
All questions carry equal marks.

1. What is Raster co-ordinate system ? Explain with example.

2. List out the various uses of Computer Graphics.

Turn over

3. Explain about character generation in computer graphics.

4. What are the various 2D transformations ? - Explain.

5. What is Translation and skewing ? Explain with example.

6. Explain the method of Hidden line elimination.

7. What is solid modeling ? Explain with example.

8. What are the Ray tracing methods ? - Explain.

9. What is Graphical user interface ? Explain briefly.

10. Explain about the elements of graphical input devices.

PART - B (3 × 20 = 60)

Answer any THREE questions.
All questions carry equal marks.

11. (a) Explain about the various interactive input devices. (8)

(b) Write short notes on :

(i) Software portability.

(ii) Graphics standards.

(iii) Conceptual frame work. (12)

12. (a) Explain about 2 D transformations and 2D clipping, with examples. (15)

(b) What is Bresenham's line drawing algorithms ? - Explain. (5)

13. (a) Explain about the Hidden surface elimination. (10)

(b) What are the 3D transformations ? Explain in detail. (10)

14. (a) What is the basic concept of colour model ? Explain in detail. (10)

(b) What are the graphic file formats ? - Explain. (10)

15. (a) Explain the various components of user interface. (10)

(b) What are the input and output handling procedures in window systems ? - Explain. (10)