Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - –Computer Graphics
Course Code - MCA402

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Answer all the questions. Each question carry one mark.

9.   1. Which keys allows user to enter frequently used operations in a single key stroke?

Mark only one oval.

( ) Function keys

( ) Cursor control keys

( ) Trackball

( ) Control keys

10. 2. Trackball is

Mark only one oval.

- ◯ Two-dimensional positioning device
- ◯ Three- dimensional positioning device
- ◯ Pointing device
- ◯ None of the mentioned

11. 3. Which is the device that is constructed with the series of sensors that detects hand and finger motion?

Mark only one oval.

- ◯ Digitizers
- ◯ Data glove
- ◯ Joystick
- ◯ Track ball

12. 4. The color options are numerically coded with the following values.

Mark only one oval.

- ◯ Ranging from 0 through the positive integer
- ◯ Ranging from 0 to 1
- ◯ Ranging from 0 to -0
- ◯ None of these

13.   5.The color code "000" is forand and uses them to find the new results is

Mark only one oval.

⬭ White

⬭ Black

⬭ Blue

⬭ Green

14.   6. A bitmap is collection of _____ that describes an image.depict the working of algorithm?

Mark only one oval.

⬭ bits

⬭ colors

⬭ algorithms

⬭ pixels

15.   7. Drawing of number of copies of the same image in rows and columns across the interface window so that they cover the entire window is called _____

Mark only one oval.

⬭ Roaming

⬭ Panning

⬭ Zooming

⬭ Tiling

16.   8. The sampling of object characteristic at a high resolution and displaying the result at a lower resolution is called?

Mark only one oval.

◯ Super-sampling

◯ Post-filtering

◯ Anti-aliasing

◯ None of these

17.   9. The Cartesian slope–intercept equation for a straight line is

Mark only one oval.

◯ y = m.x + b

◯ y = b.x + m

◯ y = x.x + m

◯ y = b + m.m

18.   10.Expansion of line DDA algorithm is

Mark only one oval.

◯ Digital difference analyzer

◯ Direct differential analyzer

◯ Digital differential analyzer

◯ Data differential analyzer

19. 11. An accurate and efficient raster line-generating algorithm is

Mark only one oval.

⬭ DDA algorithm

⬭ Mid-point algorithm

⬭ Parallel line algorithm

⬭ Bresenham's line algorithm

20. 12._____ is defined as set of points such that the sum of the distances is same for all points.

Mark only one oval.

⬭ Ellipses

⬭ Lines

⬭ Circles

⬭ None of these

21. 13. To change the position of a circle or ellipse we translate

Mark only one oval.

⬭ Center coordinates

⬭ Center coordinates and redraw the figure in new location

⬭ Outline coordinates

⬭ All of the mentioned

22. 14. The distortion of information due to low-frequency sampling is known as

Mark only one oval.

○ Sampling

○ Aliasing

○ Inquiry function

○ Anti-aliasing

23. 15. If we want to use more intensity levels to anti-alias the line, then

Mark only one oval.

○ We increase the number of sampling positions

○ We decrease the number of sampling positions

○ We increase the number of pixels

○ None of these

24. 16. A translation is applied to an object by

Mark only one oval.

○ Repositioning it along with straight line path

○ Repositioning it along with circular path

○ All of the mentioned

○ None of the above

25. 17. The translation distances (dx, dy) is called as

Mark only one oval.

◯ Translation vector

◯ Shift vector

◯ Both a and b

◯ Neither a nor b

26. 18. The two-dimensional translation equation in the matrix form is

Mark only one oval.

◯ P'=P+T

◯ P'=P-T

◯ P'=P*T

◯ P'=p

27. 19. Polygons are translated by adding _____ to the coordinate position of each vertex and the current attribute setting.

Mark only one oval.

◯ Straight line path

◯ Translation vector

◯ Differences

◯ None of the above

28.   20. The original coordinates of the point in polor coordinates are

Mark only one oval.

- ⬭ X'=r cos (Φ +Θ) and Y'=r cos (Φ +Θ)
- ⬭ X'=r cos (Φ +Θ) and Y'=r sin (Φ +Θ)
- ⬭ X'=r cos (Φ -Θ) and Y'=r cos (Φ -Θ)
- ⬭ X'=r cos (Φ +Θ) and Y'=r sin (Φ -Θ)

29.   21. The transformation that is used to alter the size of an object is

Mark only one oval.

- ⬭ Scaling.
- ⬭ Rotation
- ⬭ Translation
- ⬭ Reflection

30.   22. If the scaling factors values sx and sy < 1 then

Mark only one oval.

- ⬭ It reduces the size of object
- ⬭ It increases the size of object
- ⬭ It stunts the shape of an object
- ⬭ None

31.   23. The matrix representation for translation in homogeneous coordinates is

Mark only one oval.

◯ P'=T +P

◯ P'=S* P

◯ P '=R*P

◯ P'=T *P

32.   24. The matrix representation for rotation in homogeneous coordinates is

Mark only one oval.

◯ P'=T+P

◯ P'=S *P

◯ P'=R*P

◯ P'=dx+dy

33.   25. What is the determinant of the pure reflection matrix?

Mark only one oval.

◯ One

◯ Zero

◯ Negative One

◯ Two

34.   26. If a '3 x 3' matrix shears in X direction, how many elements of it are '1'?

Mark only one oval.

⬭ Two

⬭ Three

⬭ Six

⬭ Five

35.   27. Which is the best line algorithm to balance the processing load among the processers?

Mark only one oval.

⬭ Parallel line algorithm

⬭ DDA line algorithm

⬭ Bresenham's line algorithm

⬭ Position Bresenham's line algorithm

36.   28. Color information can be stored in

Mark only one oval.

⬭ Main memory

⬭ Secondary memory

⬭ Graphics card

⬭ Frame buffer

37.   29. The range that specifies the gray or grayscale levels is

Mark only one oval.

( ) The value range from -1 to 1

( ) The value range from 0 to -1

( ) The value range from 0 to 1

( ) Any one of the above

38.   30. Which vertex of the polygon is clipped first in the polygon clipping

Mark only one oval.

( ) top right

( ) bottom right

( ) bottom left

( ) top left

39.   31.In line clipping, the portion of line which is _____ of window is cut and
       the portion that is _____ the window is kept.

Mark only one oval.

( ) outside, inside

( ) inside, outside

( ) exact copy, different

( ) different, an exact copy

40.   32. The Cohen-Sutherland algorithm divides the region into _____ number of spaces.

Mark only one oval.

⬭ Eight

⬭ Six

⬭ Seven

⬭ Nine

41.   33. An outcode can have ____ bits for two-dimensional clipping and ____ bits for three-dimensional clipping.

Mark only one oval.

⬭ 4,6

⬭ 6,8

⬭ 2,4

⬭ 1,3

42.   34. If both codes are 0000, (bitwise OR of the codes yields 0000) line lies _____ the window.

Mark only one oval.

⬭ completely outside

⬭ half inside half outside

⬭ completely inside

⬭ canâ€™t say anything

43.   35. The 4-bit code of bottom-right region of the window is _____

Mark only one oval.

○ One Zero Zero One

○ Zero One Zero One

○ One Zero One Zero

○ Zero ONe ONe Zero

44.   36. Sutherland-Hodgeman clipping is an example of_____ algorithm.

Mark only one oval.

○ line clipping

○ polygon clipping

○ text clipping

○ curve clipping

45.   37. We can correctly clip a polygon by processing the polygon boundary as a whole against each _____

Mark only one oval.

○ side wall

○ top edge

○ window edge

○ bottom edge

46. 38.One of the drawbacks of Sutherland- Hodgeman algorithm is that it can't produce _____ areas.

Mark only one oval.

( ) connected

( ) multiple

( ) discrete

( ) circular

47. 39. What is the major application of clipping in computer graphics?

Mark only one oval.

( ) adding graphics

( ) removing objects and lines

( ) zooming

( ) copying

48. 40. How many methods of text clipping are exists?

Mark only one oval.

( ) 5

( ) 4

( ) 3

( ) 2

49.   41. In line clipping, the portion of line, which is placed_____ of window, is cut and the portion that is present _____ the window is kept

Mark only one oval.

○ outside, inside

○ inside, outside

○ exact copy, different

○ different, an exact copy

50.   42. vatti' clipping algorithm is used in _____

Mark only one oval.

○ curve clipping

○ point clipping

○ polygon clipping

○ line clipping

51.   43.The _____ operator of the endpoint codes determines if the line is completely inside the window.

Mark only one oval.

○ AND

○ OR

○ NOT

○ NOR

52.   44. The top-left region of the window with 4-bit code is _____

Mark only one oval.

○ One Zero Zero One

○ One One Zero Zero

○ Zero One Zero One

○ One Zero One Zero

53.   45. The center region of the screen and the window can be represented as_____

Mark only one oval.

○ 0000

○ 1111

○ 0110

○ 1001

54.   46. What small integer is used to holds a bit for the result of every plane test?

Mark only one oval.

○ setcode

○ outcode

○ incode

○ bitcode

55.   47. Liang–Barsky algorithm is a _____ clipping algorithm.

Mark only one oval.

- ( ) circle
- ( ) text
- ( ) line
- ( ) pixel

56.   48. The basic geometric transformations are

Mark only one oval.

- ( ) Translation
- ( ) Rotation
- ( ) Scaling
- ( ) All of the mentioned

57.   49. Positive values for the rotation angle Ɵ defines

Mark only one oval.

- ( ) Counterclockwise rotations about the end points
- ( ) Counterclockwise translation about the pivot point
- ( ) Counterclockwise rotations about the pivot point
- ( ) Negative direction

58.   50. If the scaling factors values sx and sy are assigned to the same value then

Mark only one oval.

◯ Uniform rotation is produced

◯ Uniform scaling is produced

◯ Scaling cannot be done

◯ Scaling can be done or cannot be done

59.   51. The objects transformed using the equation P'=S*P should be

Mark only one oval.

◯ Scaled

◯ Repositioned

◯ Neither a nor b

◯ quick sort

60.   52. What is the use of homogeneous coordinates and matrix representation?

Mark only one oval.

◯ To treat all 3 transformations in a consistent way

◯ To scale

◯ To rotate

◯ To shear the object

61.   53. In a rotation, by how much angle is the object rotated?

Mark only one oval.

○ 45 degree

○ 90 degree

○ 180 degree

○ 360 degree

62.   54. Which of the following is NOT true? Image formed by reflection through a
plane mirror is_____

Mark only one oval.

○ of same size

○ same orientation

○ virtual

○ is at same distance from the mirror

63.   55. If we used Left->Right->Up->Bottom, the final output will be the vertex list
outputted by the _____ edge.

Mark only one oval.

○ left edge

○ right edge

○ top edge

○ bottom edge

64. 56. The object space or the space in which the application model is defined is called _____

Mark only one oval.

- World co-ordinate system
- Screen co -ordinate system
- World window
- Interface window

65. 57. What is the rectangle in the world defining the region of that is to be displayed?

Mark only one oval.

- World co-ordinate system
- Screen co-ordinate system
- World window
- Interface window

66. 58.If the boundary is specified in a single color, and if the algorithm proceeds pixel by pixel until the boundary color is encountered is called

Mark only one oval.

- Scan-line fill algorithm
- Boundary-fill algorithm
- Flood-fill algorithm
- Parallel curve algorithm

67.   59. The removal of hidden surfaces process is called as _____

Mark only one oval.

○ clipping

○ copying

○ culling

○ shorting

68.   60._____is a flexible strip that is used to produce smooth curve using a set of point

Mark only one oval.

○ Sp line

○ Scan-line method

○ Depth-sorting method

○ None of these.

69.   61. Cubic sp line are

Mark only one oval.

○ Simple to copute

○ Provides continuity of curves

○ Both a & b

○ None of these

70.　62. The value of it lies between

Mark only one oval.

◯ 1 and 2

◯ 1 and 10

◯ 0 and 1

◯ 0and 3

71.　63. The problem of hidden surface are

Mark only one oval.

◯ Removal of hidden surface

◯ Identification of hidden surface

◯ Both a & b

◯ None of these

72.　64. How many types of hidden surface algorithm are

Mark only one oval.

◯ One

◯ Three

◯ Two

◯ Four

73. 65. The method which is based on the principle of comparing objects and parts of objects to each other to find which are visible and which are hidden are called

Mark only one oval.

◯ Object-space method

◯ image-space method

◯ Both a & b

◯ None of these.

74. 66. The types of hidden surface removal algorithm are

Mark only one oval.

◯ Depth comparison, Z-buffer, back-face removal

◯ Scan line algorithm, priority algorithm

◯ BSP method, area subdivision method

◯ All of these

75. 67. Which is a tree type of data structure in which every internal node has at most four children

Mark only one oval.

◯ Point quad tree

◯ Edge quad tree

◯ Quad tree

◯ None of these

76.   68.In which year Z- buffer algorithm are described

Mark only one oval.

◯ 1995

◯ 1974

◯ 1945

◯ 1981

77.   69. The array are used with scan line coherence algorithm are

Mark only one oval.

◯ For intensity value

◯ For depth value

◯ Both a & b

◯ None of these

78.   70.The painter algorithm were developed on

Mark only one oval.

◯ 1972 by Newell

◯ 1972 by Evans

◯ 1974 by Cat mull

◯ None of these

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