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

Course Name - –Computer Graphics -MCA
Course Code - MCA402

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Answer all the questions. Each question carry one mark.

9.   1. 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

10.   2. Trackball is

Mark only one oval.

○ Two-dimensional positioning device

○ Three- dimensional positioning device

○ Pointing device

○ None of the mentioned

11.   3. 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

12.   4. 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

13.   5. 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

14.   6. _____ and _____ are two types of transformations.

Mark only one oval.

○ quadratic, cubic

○ variable, affine

○ linear, quadratic

○ linear, affine

15.   7.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

16.   8. 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

17.   9. Liang–Barsky algorithm is a _____ clipping algorithm.

Mark only one oval.

    ◯ circle

    ◯ text

    ◯ line

    ◯ pixel

18.   10. The problem of hidden surface are

Mark only one oval.

    ◯ Removal of hidden surface

    ◯ Identification of hidden surface

    ◯ Both Removal of hidden surface & Identification of hidden surface

    ◯ None of these

19.   11. This algorithm uses the _____ equations for a line and solves four inequalities.

Mark only one oval.

⬭ linear

⬭ quadratic

⬭ cubic

⬭ parametric

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. Color information can be stored in

Mark only one oval.

⬭ Main memory

⬭ Secondary memory

⬭ Graphics card

⬭ Frame buffer

22.   14. 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

23.   15. _____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.

24.   16. Many online animation tools are used to create animation in the form of

Mark only one oval.

◯ JPEG image

◯ PDF image

◯ GIF image

◯ None of these

25.   17. 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

26.   18. What is the determinant of the pure reflection matrix?

Mark only one oval.

○ One

○ Zero

○ Negative One

○ Two

27.   19.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

28.   20. 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

29.   21. The painter algorithm were developed on

Mark only one oval.

( ) 1972 by Newell

( ) 1972 by Evans

( ) 1974 by Cat mull

( ) None of these

30.   22. A bitmap is collection of _____ that describes an
       image._____

Mark only one oval.

( ) bits

( ) colors

( ) algorithms

( ) pixels

31. 23. 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

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

Mark only one oval.

○ connected

○ multiple

○ discrete

○ circular

33. 25. 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

34.   26.In which year Z- buffer algorithm are described

Mark only one oval.

◯ 1995

◯ 1974

◯ 1945

◯ 1981

35.   27. 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

36.   28.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

37.   29. 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

38.   30. The objects transformed using the equation P'=S*P should be

Mark only one oval.

◯ Scaled

◯ Repositioned

◯ Both Scaled and Repositioned

◯ Neither Scaled nor Repositioned

39.   31. A process with the help of which images or picture can be produced in a more realistic way is called

Mark only one oval.

◯ Fractals

◯ Quad-tree

◯ Rendering

◯ None of these

40.   32.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

41.   33. The Cohen-Sutherland algorithm divides the region into _____ number of spaces.

Mark only one oval.

◯ Eight

◯ Six

◯ Seven

◯ Nine

42.   34. The basic geometric transformations are

Mark only one oval.

◯ Translation

◯ Rotation

◯ Scaling

◯ All of the mentioned

43.   35. How many types of hidden surface algorithm are

Mark only one oval.

( ) One

( ) Two

( ) Three

( ) Four

44.   36. Which of the co-ordinate represents Y co-ordinate in (6,8,9)?

Mark only one oval.

( ) Six

( ) Eight

( ) Nine

( ) Zero

45.   37. 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

46.   38. 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

47.   39. The center region of the screen and the window can be represented as_____

Mark only one oval.

⬭ 0000

⬭ 1111

⬭ 0110

⬭ 1001

48.   40. Cubic sp line are

Mark only one oval.

⬭ Simple to copute

⬭ Provides continuity of curves

⬭ Both Simple to copute & Provides continuity of curves

⬭ None of these

49. 41. To produce the motion in the image by placing the elements of the image on different location ,which software are used

Mark only one oval.

○ Macromedia flash

○ GIF works

○ Both Macromedia flash & GIF works

○ None of these

50. 42.Expansion of line DDA algorithm is

Mark only one oval.

○ Digital difference analyzer

○ Direct differential analyzer

○ Digital differential analyzer

○ Data differential analyzer

51. 43. 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

52.   44. Vatti' clipping algorithm is used in _____

Mark only one oval.

◯ curve clipping

◯ point clipping

◯ polygon clipping

◯ line clipping

53.   45. 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

54.   46. The painter algorithm are based on the property of

Mark only one oval.

◯ Polygon

◯ Frame buffer

◯ Depth buffer

◯ None of these

55.   47. 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

56.   48. 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

57.   49. What is the major application of clipping in computer graphics?

Mark only one oval.

○ adding graphics

○ removing objects and lines

○ zooming

○ copying

58.   50. 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

59.   51. 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

60.   52. 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

61.   53. 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)

62.   54. Sutherland–Hodgeman clipping is an example of_____ algorithm.

Mark only one oval.

◯ ine clipping

◯ polygon clipping

◯ text clipping

◯ curve clipping

63.   55. 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

64.   56. 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 Object-space method & image-space method

       ⬭ None of these.

65.   57. 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

66.   58. The translation distances (dx, dy) is called as

       Mark only one oval.

       ⬭ Translation vector

       ⬭ Shift vector

       ⬭ Both Translation vector and Shift vector

       ⬭ Neither Translation vector nor Shift vector

67. 59. 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

68. 60.Positive values for the rotation angle Θ 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

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