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

Course Name - –Computer Graphics
Course Code - BCSE403

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- B.A.(Eng)

Answer all the questions. Each question carry one mark.

9. 1. The graphics can be

Mark only one oval.

- Drawing
- Photograph, movies
- All of these
- Simulation

10. 2. Vector graphics is composed of

Mark only one oval.

- Pixels
- Palette
- Paths
- None of these

11. 3. Raster graphics are composed of

Mark only one oval.

- Paths
- Palette
- Pixels
- None of these

12. 4. Pixel can be arranged in a regular

Mark only one oval.

- One dimensional grid
- Three dimensional grid
- Two dimensional grid
- None of these

13. 5. Each pixel has _____basic color components.

Mark only one oval.

- Two or three
- Two or five
- Three or four
- None of these

14. 6. Higher the number of pixels,_____ the image quality.

Mark only one oval.

- Bad
- Smaller
- Better
- None of these

15. 7. Each screen point is referred to as .....

Mark only one oval.

- Resolution
- Pixel
- Persistence
- Dot Pitch

16. 8. A bitmap is ..... bit(s) per pixels.

Mark only one oval.

- 0
- 2
- 1
- 3

17. 9. In information technology, LCD stands for

Mark only one oval.

- Low Cost Display
- Local Current Directory
- Liquid Crystal Display
- Liquid Cathode Display

18. 10. In computer terminology, CRT stands for

Mark only one oval.

- Computer Remote Terminal
- Combat Result Table
- Cathode Ray Tube
- Computerized regular Thermography

19. 11. Refresh rate is measured in

Mark only one oval.

- mbps
- kilo hertz
- hertz
- mega hertz

20. 12. Sequencing and display of a set of images to create a visual change effect is called

Mark only one oval.

- Computer graphics
- Computer videography
- Computer animations
- Computer image terminals

21. 13. The stopping criteria of Bresenham circle drawing algorithm is _____ .

Mark only one oval.

- x=y
- x>y
- x
- x<=y

22. 14. Expansion of line DDA algorithm is

Mark only one oval.

- Digital difference analyzer
- Direct differential analyzer
- Digital differential analyzer
- Data differential analyzer

23. 15. If we want to recolor an area that is not defined within a single color boundary is known as

Mark only one oval.

- Boundary-fill algorithm
- Parallel curve algorithm
- Flood-fill algorithm
- None of these

24. 16. In Bresenham's algorithm, while generating a circle, it is easy to generate?

Mark only one oval.

- One octant first and other by successive rotation
- One octant first and other by successive translation
- One octant first and other by successive reflection
- All octant

25. 17. Which of the following technique is used in Midpoint Subdivision algorithm?

Mark only one oval.

- Linear search
- Binary search
- Heap sort
- Bubble sort

26. 18. The basic element of a picture in volume graphics is?

Mark only one oval.

- pixel
- volse
- voxel
- None of these

27. 19. A circle, if scaled only in one direction becomes a ?

Mark only one oval.

- parabola
- hyperbola
- ellipse
- remains a circle

28. 20. (2,4) is a point on a circle that has center at the origin. Which of the following points are also on circle ?

Mark only one oval.

- (2,-4)
- (-2,4)
- All of these
- (4,-2)

29. 21. Aspect ratio is generally defined as the ratio of the?

Mark only one oval.

- a) Vertical to horizontal points
- b) Horizontal to vertical points
- ither a) or b), depending on the convention followed
- Vertical to (horizontal + vertical) points

30. 22. The maximum number of points that can be displayed without overlap on a CRT is referred to as?

Mark only one oval.

- Persistence
- Attenuation
- Resolution
- None of these

31. 23. The center of display screen is computed as

Mark only one oval.

- Xmax, Ymax
- Xmax/3,Ymax/3
- Xmax/2, Ymax/2
- None of these

32. 24. Bresenham's Algorithm seeks to select the optimum raster locations that represent a

Mark only one oval.

- curve line
- polygon
- Straight line
- None of these

33. 25. The DDA algorithm is a faster method for calculating pixel positions than direct use of line equation using y = m*x + c, because

Mark only one oval.

- it eliminates floating point multiplication
- it eliminates rounding operation that drift away from true line path
- it eliminates floating point addition
- None of these

34. 26. Aliasing means

Mark only one oval.

- Rendering effect
- Shading effect
- Staircase effect
- None of these

35. 27. Slope of the line joining the points (1, 2) and (3, 4) is

Mark only one oval.

- 0
- 1
- 2
- 3

36. 28. In Bresenham's circle generation algorithms. If (x, y) is the current pixel position then the x-value of the next pixel position is

Mark only one oval.

- x
- x-1
- x+1
- x+2

37. 29. Flood fill algorithm cannot be applied if

Mark only one oval.

- More than one boundary colour
- More than one interior colour
- Single boundary colour
- Single interior colour

38. 30. CMY coordinates of a colour at (0.2, 1, and 0.5) in the RGB space are

Mark only one oval.

- (1.2,2,1.5)
- (2.2,2,2.5)
- (0.8,0,0.5)
- (0.1,0.5,0.25)

39. 31. A translation is applied to an object by

Mark only one oval.

- Repositioning it along with circular path
- Both repositioning it along with straight line path and circular path
- Repositioning it along with straight line path
- All of these

40. 32. We translate a two-dimensional point by adding

Mark only one oval.

- Translation difference
- X and Y
- Translation distances
- None of these

41. 33. 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

42. 34. _____ is a rigid body transformation that moves objects without deformation.

Mark only one oval.

- Rotation
- Scaling
- Translation
- All of these

43. 35. To change the position of a circle or ellipse we translate

Mark only one oval.

- Center coordinates
- Outline coordinates
- Center coordinates and redraw the figure in new location
- All of these

44. 36. The basic geometric transformations are

Mark only one oval.

- Translation
- Rotation
- All of these
- Scaling

45. 37 The rotation axis that is perpendicular to the xy plane and passes through the pivot point is known as

Mark only one oval.

- Translation
- Scaling
- Rotation
- Shearing

46. 38. The transformation that is used to alter the size of an object is

Mark only one oval.

- Rotation
- Translation
- Scaling
- Reflection

47. 39. A composite transformation matrix can be made by determining the _____of matrix of the individual transformation .

Mark only one oval.

- Addition
- Product
- Subtraction
- None of these

48. 40. The transformation in which the dimension of an object are changed relative to a specified fixed point is called

Mark only one oval.

- Translation
- Rotation
- Scaling
- Reflection

49. 41. If a line joining any two of its interior points lies not completely inside are called

Mark only one oval.

- Convex polygon
- Both Convex polygon and Concave polygon
- Concave polygon
- None of these

50. 42. In which polygon object appears only partially

Mark only one oval.

- Concave polygon
- Both Convex polygon and Concave polygon
- Convex polygon
- None of these

51. 43. If the visit to the vertices of the polygon in the given order produces an clockwise loop are called

Mark only one oval.

- Positively oriented
- Negatively oriented and Positively oriented
- Negatively oriented
- None of these

52. 44. Two types of coordinates are

Mark only one oval.

- Positive and negative coordinates
- Positive and relative coordinates
- Absolute and relative coordinates
- None of these

53. 45. The transformation that produces a parallel mirror image of an object are called

Mark only one oval.

- Shear
- Rotation
- Reflection
- Scaling

54. 46. In which transformation the shape of an object can be modified in x-direction ,y-direction as well as in both the direction depending upon the value assigned to shearing variables

Mark only one oval.

- Reflection
- Rotation
- Shearing
- Scaling

55. 47. The rectangle portion of the interface window that defines where the image will actually appear are called

Mark only one oval.

- Transformation viewing
- Clipping window
- View port
- Screen coordinate system

56. 48. In a boundary fill algorithm for filling polygon, boundary defined regions may be either _____ connected or _____ connected.

Mark only one oval.

- 2,4
- 8,16
- 4,8
- 8,6

57. 49. The getpixel function gives the _____ of specified pixel.

Mark only one oval.

- Size
- intensity
- colour
- Shape

58. 50. Seed fill algo for filling polygon is _____ algorithm.

Mark only one oval.

- non-recursive
- Both recursive and non-recursive
- recursive
- None of these

59. 51. Mapping the world co-ordinates into physical device co-ordinates is called_____.

Mark only one oval.

- translation
- homogeneous transformation
- co-ordinate conversion
- None of these

60. 52. A finite world co-ordinate area selected to perform Viewing transformation for display is called a _____.

Mark only one oval.

- Segment
- Clip
- Window
- View port

61. 53. Cohen-Sutherland subdivision line clipping algorithm uses _____ regions with different codes.

Mark only one oval.

- 4
- 6
- 9
- 8

62. 54. Which is an e54. If both end points of a line are exterior to the clipping window,_____.xternal sorting algorithm?

Mark only one oval.

- the line is interior to the clipping window
- the line is completely exterior to the clipping window
- the line is not necessarily completely exterior to the clipping window
- None of these

63. 55. In Cohen-Sutherland subdivision line clipping algorithm, bit 1 in region code is set if _____.

Mark only one oval.

- end point of line is to the left of the window
- end point of line is to the right of the window
- end point of line is to the above of the window
- end point of line is to the below of the window

64. 56. In Cohen- Sutherland subdivision line clipping algorithm, if the result of the logical AND operation with two end point region codes is not 0000 _____.

Mark only one oval.

- the line is Completely inside the clipping region
- the line is Completely left to the clipping region
- the line is Completely outside the clipping region
- the line is Completely right to the clipping region

65. 57. Liang–Barsky algorithm is a _____ clipping algorithm.

Mark only one oval.

- circle
- text
- line
- pixel

66. 58. Sutherland - Hodgeman algorithm is used for

Mark only one oval.

- Line clipping
- Point clipping
- Polygon clipping
- Hybrid clipping

67. 59. Reflection of an object is same as rotation with angle

Mark only one oval.

- 45
- 90
- 180
- 360

68. 60. Sutherland-Hodgeman clipping is an example of_____ algorithm.

Mark only one oval.

- line clipping
- text clipping
- polygon clipping
- curve clipping

69. 61. In a convex polygon, each of the interior angles is less than ____degrees.

Mark only one oval.

- 45
- 90
- 180
- 360

70. 62. The blinding functions of Bezier curves are

Mark only one oval.

- Splines
- Lagrangian polynomials
- Bernstein polynomials
- Newton polynomials

71. 63. The slope of the Bezier curve at start of the curve of is controlled by

Mark only one oval.

- First control point
- All four control points
- First two control points
- First three control points

72. 64. _____curve is one of the sp line approximation methods.

Mark only one oval.

- Ellipsoid
- Shearing
- Bezier
- None of these

73. 65. A Bezier curve is a polynomial of degree _____the no of control points used.

Mark only one oval.

- One more than
- Two less than
- One less than
- None of these

74. 66. A non-uniform B-Spline curve with (n+1) control points and order(k) will have how many segments where n=6, k=3?

Mark only one oval.

- 3
- 4
- 5
- 6

75. 67. In Cohen Sutherland line clipping algorithm, how many bits are used in region code?

Mark only one oval.

- 6
- 5
- 4
- 9

76. 68. Liang Barsky line clipping algorithm uses _____ .

Mark only one oval.

- explicit equation
- trigonometric equation
- parametric equation
- logarithmic equation

77. 69. Z-Buffer algorithm is _____

Mark only one oval.

- line drawing algorithm
- line clipping algorithm
- depth sorting algorithm
- polygon clipping algorithm

78. 70. The orthographic projections have the projectors where

Mark only one oval.

- The direction of these projectors is parallel to the view plane
- The direction of these projectors is perpendicular to the image plane
- The direction of these projectors is perpendicular to the view plane
- The direction of these projectors is parallel to the image plane