

Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020)

Course Name - Computer Graphics

Course Code -BCSE403(BL)

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Answer all the questions. Each question carry one mark.

9. 1. The phenomenon of having a continuous glow of a beam on the screen even after it is removed is called a

Mark only one oval.

- fluorescence
- persistence
- phosphorescence
- incandescence

10. 2. The graphics can be

Mark only one oval.

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

11. 3. Vector graphics is composed of

Mark only one oval.

- Pixels
- Paths
- Palette
- None of these

12. 4. Raster images are more commonly called

Mark only one oval.

- Pix map
- bitmap
- both Pix map & bitmap
- None of these

13. 5. Each pixel has _____ basic color components.

Mark only one oval.

- Two or three
- One or two
- Three or four
- None of these

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

Mark only one oval.

- Bad
- Better
- Smaller
- None of these

15. 7. A bitmap is bit(s) per pixels.

Mark only one oval.

- 0
- 1
- 2
- 3

16. 8. To minimize eyestrain, you should adjust your monitor to a degree angle of

Mark only one oval.

- 5
- 10
- 90
- 15

17. 9. Refresh rate is measured in

Mark only one oval.

- mbps
- hertz
- kilo hertz
- mega hertz

18. 10. Sequencing and display of a set of images to create a visual change effect is called

Mark only one oval.

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

19. 11. Expansion of line DDA algorithm is

Mark only one oval.

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

20. 12. 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

21. 13. 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

22. 14. In Bresenham's algorithm error term is initialized to ?

Mark only one oval.

- 0
- 1
- 1/2
- None of these

23. 15. Which of the following technique is used in Midpoint Subdivision algorithm?

Mark only one oval.

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

24. 16. Let R be the radius of a circle. The angle subtended by an arc of length R at the center of the circle is ?

Mark only one oval.

- 1 degree
- 1 radian
- 45 degree
- None of these

25. 17. Aspect ratio is generally defined as the ratio of the?

Mark only one oval.

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

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

Mark only one oval.

- Resolution
- Persistence
- Attenuation
- None of these

27. 19. In Bresenham's circle generation algorithm, if (x,y) is the current pixel position then the y value of the next pixel position is

Mark only one oval.

- Y or $y+1$
- y alone
- $y+1$ or $y-1$
- y or $y-1$

28. 20. Aliasing means

Mark only one oval.

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

29. 21. 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

30. 22. 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)

31. 23. The two-dimensional translation equation in the matrix form is

Mark only one oval.

- $P' = P + T$
- $P' = P - T$
- $P' = P * T$
- $P' = p$

32. 24. _____ is a rigid body transformation that moves objects without deformation.

Mark only one oval.

- Rotation
- Scaling
- Translation
- All of the mentioned

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

Mark only one oval.

- Rotation
- Translation
- Scaling
- Shearing

34. 26. The original coordinates of the point in polar coordinates are

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- $X'=r \cos (\Phi +\Theta)$ and $Y'=r \cos (\Phi +\Theta)$
- $X'=r \cos (\Phi +\Theta)$ and $Y'=r \sin (\Phi +\Theta)$
- $X'=r \cos (\Phi -\Theta)$ and $Y'=r \cos (\Phi -\Theta)$
- $X'=r \cos (\Phi +\Theta)$ and $Y'=r \sin (\Phi -\Theta)$

35. 27. If the scaling factors values s_x and $s_y < 1$ 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 of these

36. 28. What are the types of polygon

Mark only one oval.

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

37. 29. Two types of coordinates are

Mark only one oval.

- Positive and negative coordinates
- Absolute and relative coordinates
- Both (Positive and negative coordinates) & (Absolute and relative coordinates)
- None of these

38. 30. The transformation that disturbs the shape of an object are called

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Reflection

Shear

Rotation

Scaling

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