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

Course Name - Computer Graphics Course Code - MCA402

- \* You can submit the form ONLY ONCE.
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| 1. | Email address *           |
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|----|-------------------------|
|    | Mark only one oval.     |
|    | Diploma in Pharmacy     |
|    | Bachelor of Pharmacy    |
|    | B.TECH.(CSE)            |
|    | B.TECH.(ECE)            |
|    | BCA                     |
|    | B.SC.(CS)               |
|    | B.SC.(BT)               |
|    | B.SC.(ANCS)             |
|    | B.SC.(HN)               |
|    | B.Sc.(MM)               |
|    | B.A.(MW)                |
|    | ВВА                     |
|    | B.COM                   |
|    | B.A.(JMC)               |
|    | BBA(HM)                 |
|    | BBA(LLB)                |
|    | B.OPTOMETRY             |
|    | B.SC.(MB)               |
|    | B.SC.(MLT)              |
|    | B.SC.(MRIT)             |
|    | B.SC.(PA)               |
|    | LLB                     |
|    | PGDHM                   |
|    | Dip.CSE                 |
|    | Dip.ECE                 |
|    | Dip.EE                  |
|    | Dip.CE                  |
|    | Dip.ME                  |
|    | MCA                     |
|    | M.SC.(CS)               |

|     | M.SC.(ANCS)   |
|-----|---|
|     | M.SC.(MM)   |
|     |   |
|     | M.SC.(BT)   |
|     | M.TECH(CSE)   |
|     | LLM   |
|     | M.A.(JMC)   |
|     | M.A.(ENG)   |
|     | M.SC.(MATH)   |
|     | M.SC.(MB)   |
|     |   |
| А   | nswer 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.   |
|     | Mark only one oval.  Function keys  |
|     |   |
|     | Function keys   |
|     | Function keys  Cursor control keys  |
|     | Function keys Cursor control keys Trackball   |
|     | Function keys Cursor control keys Trackball Control keys  |
| 10. | Function keys Cursor control keys Trackball   |
| 10. | Function keys Cursor control keys Trackball Control keys  |
| 10. | Function keys Cursor control keys Trackball Control keys  2. The device which is used to position the screen cursor is                                      |
| 10. | Function keys Cursor control keys Trackball Control keys  2. The device which is used to position the screen cursor is  Mark only one oval.                 |
| 10. | Function keys Cursor control keys Trackball Control keys  2. The device which is used to position the screen cursor is  Mark only one oval.  Mouse          |
| 10. | Function keys Cursor control keys Trackball Control keys  2. The device which is used to position the screen cursor is  Mark only one oval.  Mouse Joystick |

| 11. | 3. 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  |
|     |   |
| 12. | 4. To avoid losing information from periodic objects we need  |
|     | Mark only one oval.   |
|     | Sampling frequency twice  |
|     | Nyquist sampling frequency  |
|     | Both Sampling frequency twice & Nyquist sampling frequency  |
|     | Neither Sampling frequency twice nor Nyquist sampling frequency   |
|     |   |
| 13. | 5.The disadvantage of line DDA is   |
|     | Mark only one oval.   |
|     | Time consuming  |
|     | Faster  |
|     | Neither Time consuming nor Faster   |
|     | Both Time consuming and Faster  |
|     |   |

| 14. | 6.Both Time consuming and Faster  |
|-----|---|
|     | Mark only one oval.   |
|     | DDA algorithm   |
|     | Mid-point algorithm   |
|     | Parallel line algorithm   |
|     | Bresenham's line algorithm  |
| 15. | 7 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   |
|     |   |
| 16. | 8. An ellipse can also be rotated about its center coordinates by rotating              |
|     | Mark only one oval.   |
|     | End points  |
|     | Major and minor axes  |
|     | All of these  |
|     | None of these   |
|     |   |

| 17. | 9. 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  |
|     |  |
| 18. | 10. The original coordinates of the point in polar coordinates are         |
|     | Mark only one oval.  |
|     | $X'=r\cos(\Phi+\Theta)$ and $Y'=r\cos(\Phi+\Theta)$                        |
|     | $X'=r\cos(\Phi+\Theta)$ and $Y'=r\sin(\Phi+\Theta)$                        |
|     | X'=r cos (Φ -Θ) and Y'=r cos (Φ -Θ)  |
|     | $X'=r\cos(\Phi+\Theta)$ and $Y'=r\sin(\Phi-\Theta)$                        |
|     |  |
| 19. | 11 is the rigid body transformation that moves object without deformation. |
|     | Mark only one oval.  |
|     | Translation  |
|     | Scaling  |
|     | Rotation   |
|     | Shearing   |
|     |  |

| 20. | 12. The transformation that is used to alter the size of an object is |
|-----|---|
|     | Mark only one oval.   |
|     | Scaling   |
|     | Rotation  |
|     | Translation   |
|     | Reflection  |
|     |   |
|     |   |
| 21. | 13. Scaling of a polygon is done by computing                         |
|     | Mark only one oval.   |
|     | The product of (x, y) of each vertex                                  |
|     | (x, y) of end points  |
|     | Center coordinates  |
|     | None of these   |
|     |   |
|     |   |
| 22. | 14. 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  |
|     |   |

| 23. | 15. What is the determinant of the pure reflection matrix?                               |
|-----|--|
|     | Mark only one oval.  |
|     | 1  |
|     | 1  |
|     | 0  |
|     | 2  |
|     |  |
| 24. | 16.Which is the best line algorithm to balance the processing load among the processors? |
|     | Mark only one oval.  |
|     | Parallel line algorithm  |
|     | DDA line algorithm   |
|     | Bresenham's line algorithm   |
|     | Position Bresenham's line algorithm  |
|     |  |
| 25. | 17. The algorithm which uses multiple processors to calculate pixel positions is         |
|     | Mark only one oval.  |
|     | Midpoint algorithm   |
|     | Parallel line algorithm  |
|     | Bresenham's line algorithm   |
|     | All of the mentioned   |
|     |  |

| 26. | 18. Cohen-Sutherland clipping is an example of  |
|-----|---|
|     | Mark only one oval.   |
|     | polygon clipping  |
|     | text clipping   |
|     | line clipping   |
|     | curve clipping  |
| 27. | 19. The Cohen-Sutherland algorithm divides the region into number of spaces.                    |
|     | Mark only one oval.   |
|     | 8   |
|     | <u> </u>  |
|     | 7   |
|     | 9   |
|     |   |
| 28. | 20. What is the name of the small integer which holds a bit for the result of every plane test? |
|     | Mark only one oval.   |
|     | setcode   |
|     | outcode   |
|     | incode  |
|     | bitcode   |
|     |   |

| 29. | 21.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   |
|     | can't say anything  |
| 30. | 22. The logical of the endpoint codes determines if the line is completely inside the window. |
|     | Mark only one oval.   |
|     | AND   |
|     | OR  |
|     | NOT   |
|     |   |
|     | NOR   |
| 31. | 23. Sutherland-Hodgeman clipping is an example of algorithm                                   |
|     | Mark only one oval.   |
|     | line clipping   |
|     | polygon clipping  |
|     | text clipping   |
|     | curve clipping  |
|     |   |

| 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. The process of removal of hidden surfaces is termed as                  |
|     | Mark only one oval.   |
|     | clipping  |
|     | copying   |
|     | culling   |
|     | shorting  |
|     |   |
|     |   |
| 34. | 26. Liang-Barsky algorithm is a clipping algorithm.                         |
|     | Mark only one oval.   |
|     | circle  |
|     | text  |
|     | line  |
|     | pixel   |
|     |   |

| 35. | 27. The basic geometric transformations are  |
|-----|--|
|     | Mark only one oval.                          |
|     | Translation                                  |
|     | Rotation                                     |
|     | Scaling                                      |
|     | All of the mentioned                         |
|     |  |
|     |  |
| 36. | 28. To generate a rotation , we must specify |
|     | Mark only one oval.                          |
|     | Rotation angle Θ                             |
|     | Distances dx and dy                          |
|     | Rotation distance                            |
|     | All of the mentioned                         |
|     |  |
|     |  |
| 37. | 29. Area-sampling is also known as           |
|     | Mark only one oval.                          |
|     | Pre-filtering                                |
|     |  |
|     | Pixel phasing                                |
|     | Post-filtering  A .::                        |
|     | Anti-aliasing                                |
|     |  |

| 38. | 30. Cubic sp line are                                   |
|-----|---|
|     | Mark only one oval.                                     |
|     | Simple to compute                                       |
|     | Provides continuity of curves                           |
|     | both Simple to copute and Provides continuity of curves |
|     | None of these   |
|     |   |
|     |   |
|     |   |

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