(20519)

Roll No.

Total Questions: 13]

[Printed Pages: 3

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B.C.A. IVth Semester Examination, May-2019

COMPUTER GRAPHICS AND MULTIMEDIA APPLICATION

[BCA 401(New)]

Time: 3 Hrs.]

[M.M. : 75

Note: Attempt questions from all Sections as per instructions.

Section-A

(Very Short Answer Type Questions)

- Note: Attempt all the five questions. Each question carries 3 marks. Very short answer is required not exceeding 75 words.
- 1. What is Computer Graphics?
- 2. What is Video Controller? Explain.

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Turn Over

- 3. What is Pixel and Frame Buffer?
- 4. What is Flicking?
- 5. What is Multimedia?

Section-B

(Short Answer Type Questions)

- Note: Attempt any two questions out of the following three questions. Each question carries 7½ marks.

 Short answer is required not exceeding 200 words.
- 6. Explain Raster and Random scan display system.
- Explain the basic rules of animation with example.
- 8. Explain the uses of computer graphics.

Section-C

(Long Answer Type Questions)

- Note: Attempt any three questions out of the following five questions. Each question carries 15 marks.

 (Not exceeding 400 words).
- Write down and explain the mid-point circle drawing algorithm. Assume 10 cm as the radius and co-ordinate origin as the centre of the circle.

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(2)

- 10. What is the basic concept of line drawing? Explain Bresenham's line Algorithm to draw a line between any two end-points.
- 11. Find 3 × 3 homogeneous transformation matrix to transform square ABCD into another square A'B'C'D'. Side of the original square = 2, coordinate of point A(20, 10). Draw a final transformation graph paper.
- 12. Define and compare the Bezier curve and B-spline curve.
- 13. Write short notes on any three of the following :
 - (a) CRT
 - (b) Cohen-Sutherland line clipping algorithm
 - (c) Window and view port
 - (d) Polygon