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V Semester B.C.A. Degree Examination, February/March - 2024

COMPUTER SCIENCE

Computer Graphics

(NEP Scheme 2020-2021)

Time : 2½ Hours

Maximum Marks : 60

*Instructions to Candidates:*

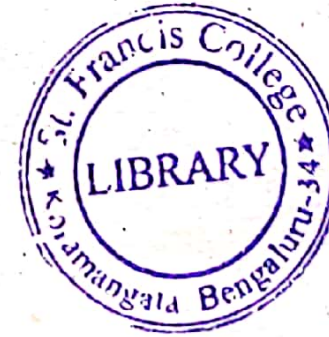
Answer all sections.

SECTION - A

I. Answer any Four questions. Each carries Two marks.

(4×2=8)

1. Define computer graphics.
2. What is Rubber Band method?
3. What are the basic functions of segment?
4. Define framebuffer.
5. Name any two graphical input devices.
6. What is point clipping?



SECTION - B

II. Answer any Four questions. Each carries Five marks.

(4×5=20)

7. Explain any five applications of computer graphics.
8. What is clipping? Explain line and text clipping with an example.
9. Explain Bresenham's line drawing algorithm.
10. Differentiate between Random scan and Raster scan system.
11. Explain 3D rotation in detail.
12. Give different attributes of lines in detail.

[P.T.O.]



## SECTION - C

**III. Answer any Four questions. Each carries Eight marks.**

**(4×8=32)**

13. With the neat diagram explain the working of CRT.
  14. Write a short note on graphical input devices.
  15. Explain DDA line drawing algorithm with its drawback.
  16. Explain 2D geometric transformation.
  17. What is octrees? How are they used represent 3D objects.
  18. Explain Cohen Sutherland line clipping with an example.
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