NATIONAL UNIVERSITY OF SCIENCE AND TECHNOLOGY FACULTY OF APPLIED SCIENCE

COMPUTER SCIENCE DEPARTMENT DECEMBER EXAMINATIONS 2001

SUBJECT: COMPUTER GRAPHICS

CODE: SCS 4111

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Instructions to candidate:

Answer any five full questions out of seven. All questions carry equal marks. Programs should be written in C++.

TIME: 3 HOURS

QUESTION ONE

- Discuss the applications of computer graphics with specific examples in the area of CAD, CAM, Simulation & modeling, Computer arts & advertisement and digital image processing.
- b) Compare the beam penetration method with shadow mask system techniques used in color CRT'S. [4]
- c) Explain with necessary figures how the image can be drawn on a

 Random Scan System monitors? [8]

QUESTION TWO

- a) Explain the need for display processor? Explain with a block diagram the operation of a raster scan system? [10]
- b) What are some of the important considerations in designing a standard graphics package.? [10]

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- Write a program using Bresenham's line algorithm to draw a line whose slope is a) positive and less than 17 [10] List the comparison between DDA and Bresenham's line algorithms? b) [5] Define the terms: Interactive and Passive computer graphics i) ii)
 - Aspect Ratio
 - iii) Resolution
 - iv) Firing voltage.

[5]

QUESTION FOUR

- Name the basic transformations? How do you represent these transformations in a) homogeneous form with respect to two-dimensional transformation?
- b) Explain the terms: Reflection and Shearing with suitable sketches.

[10]

QUESTION FIVE

- Write the procedure for rotation of an object about an arbitrary axis with respect to three-dimensional concept? [10]
- Explain with suitable figure the operation of a mouse?

[10]

QUESTION SIX

- What is meant by Windowing and Clipping? Name the different types of clipping a) methods? Write the procedure for Line intersection and Clipping? [15]
- Bring out the comparison between 2D and 3D transformations? b)

[5]

QUESTION SEVEN

CHOICE STORY

Write short notes on: (Write figures where ever applicable)

i)	Hardcopy devices.	[5]
ii)	Direct View Storage Tube (DVST)	[5]
iii)	Light pen	[5]
iv)	Interactive picture construction techniques	[5]

END OF QUESTION PAPER

GGOD LUCK!