MAY 2006

CS-309

COMPUTER GRAPHICS

(B.Tech Semester - 5th)

Time: 03 Hours **Maximum Marks : 60**

Note:- Section - A is **compulsory**. Attempt any **Four** questions from Section - B. Attempt any **two** questions from Section-C.

SECTION - A

Marks : 2 Each

Q1 a) What is Raster Scan system?
b) What is pixel?
c) Explain input and output devices?
d) Explain Breath-First search.
e) Define "View Space".
f) Define "Model Space".
g) How do I rotate 2D point?
h) How do I find the distance from a point to line?
i) How do I clip a polygon against a rectangle?
j) What is the use of computer Graphics?

SECTION - B

Marks : 5 Each

Q2. Explain Cohen Sutherland clipping algorithm?
Q3. How can clipping of primitives of other than straight lines be achieved?
Q4. What is typical system architecture for a virtual really system?
Q5. Write an algorithm to draw a line.
Q6. Write an algorithm to draw the ellipse.

SECTION- C

Marks : 10 Each

Q7. Write a procedure for thick line using Bresenhaum's algorithm.
Q8. Find a representation of the chromatic color line from cyan(0,1,1) to yellow (1,1,0) in RGB color space.
Q9. Write an algorithm to fill the color in any object.