



AAP-003-003401 Seat No. _____

B. C. A. (Sem. IV) (CBCS) Examination

April / May - 2016

**CS - 19 : Computer Graphics Using C
(Old Course)**

Faculty Code : 003

Subject Code : 003401

Time : $2\frac{1}{2}$ Hours]

[Total Marks : 70

1 Attempt the following MCQs : 20

1. detectgraph() detects system's _____ and choose the mode.
(A) graphic adapter (B) graphic color
(C) graphic value (D) graphic ratio
2. _____ deallocates all memory allocated by the graphics system.
(A) cleargraph() (B) closegraph()
(C) clearcache() (D) releasecache()
3. _____ draws a polygon with numpoints points, using current line and style.
(A) poly() (B) fillpoly()
(C) drawpoly() (D) createpoly()
4. DDA stands for _____.
(A) Data Driver Analysis
(B) Digital Data Algorithm
(C) Digital Data Adapter
(D) Digital Differential Analyzer
5. The main drawback of DDA is _____.
(A) stair case effect (B) no line detection
(C) poor accuracy (D) None

6. The midpoint algorithm can be adapted to generate ellipse in _____ position.
(A) nonstandard (B) standard
(C) dynamic (D) static
7. _____ is concept of increasing and decreasing the size of picture.
(A) Stretching (B) Scaling
(C) Flexibility (D) None
8. _____ is the circular movement of an object around center.
(A) Stretching (B) Circulation
(C) Rotation (D) Scaling
9. Homogeneous co-ordinate system introduced by _____.
(A) Dennis Ritchie
(B) Ken Thompson
(C) Alan Turing
(D) August Ferdinand Mobius
10. A _____ is rectangular region in Computer Graphics.
(A) Window Port (B) View Port
(C) Rect Port (D) Line Port
11. _____ header file contains graphics library function.
(A) graphics.h (B) addgraphics.h
(C) graphical.h (D) graph.h
12. _____ arguments required in putpixel function.
(A) 1 (B) 3
(C) 5 (D) 7
13. A _____ is a graphical representation of data.
(A) logo (B) icon
(C) chart (D) image
14. In Line chart the line is often drawn _____.
(A) generally (B) occasionally
(C) periodically (D) chronologically
15. The _____ charts are used for plotting discrete data.
(A) Pie (B) Line
(C) Bar (D) Histogram

16. _____ are very complex pictures generated by a computer from a single formula.
 (A) Fractals (B) Charts
 (C) Images (D) All of the above
17. The bar3d() function draws a three dimensional _____ bar.
 (A) triangular (B) rectangular
 (C) circular (D) all
18. The getbackcolor() function returns the integer number between 0 to _____.
 (A) 5 (B) 10
 (C) 15 (D) 20
19. There are _____ data registers used for mouse programming.
 (A) 1 (B) 2
 (C) 3 (D) 4
20. The int 86() function used to generate 5100 interrupts which involves _____ function.
 (A) BIOS (B) RAMBIOS
 (C) COMBIOS (D) ROMBIOS

- 2** (A) Explain following functions in brief : (any three) **6**
- (1) outtext (2) outtextxy (3) moverel
 - (4) cleardevice (5) getmaxxy (6) bar.
- (B) Attempt the following : (any three) **9**
- (1) Explain graphresult, graphdefaults and grapherrormsg function.
 - (2) Explain Scaling Transformation.
 - (3) Explain initgraph().
 - (4) Explain homogenous coordinates.
 - (5) Explain DDA line drawing with example.
 - (6) Explain B-Spline.
- (C) Attempt the following : (any two) **10**
- (1) What is Chart? Explain types of Chart.
 - (2) What is filling? Explain Floodfill with example.

- (3) Explain Bezier curve with example.
- (4) Explain INT 33h and its services.
- (5) Explain Bransenham circle drawing algorithm.

- 3** (A) Explain following functions in brief : (any three) **6**
- (1) pieslice (2) sector (3) setgraphmode
 - (4) restorecrtmode (5) getimage (6) setfillpattern.
- (B) Attempt the following : (any three) **9**
- (1) Explain Translation in Transformation.
 - (2) Explain Windowport and Viewport.
 - (3) Explain Classification of Fractals.
 - (4) Explain Scaling.
 - (5) Write a program for Boundaryfill procedure.
 - (6) Write a program for Sutherland Cohen line Clipping.
- (C) Attempt the following : (any two) **10**
- (1) Explain the Rotation Transformation.
 - (2) Explain Reflection with example.
 - (3) Write a program for filling a rectangle using 8 connected seed filing.
 - (4) Write a program for interacting with menu using mouse.
 - (5) Write a UDF for get mouse position and restrict mouse pointer.
