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RAH-003-003401 Seat No. _____

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

March / April - 2019

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

Faculty Code : 003

Subject Code : 003401

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

[Total Marks : 70

1 Answer the following : **20**

- (1) In Line chart the line is often drawn _____.
- (2) There are _____ data registers used for mouse programming.
- (3) The _____ charts are used for plotting discrete data.
- (4) A _____ is a graphical representation of data.
- (5) The midpoint algorithms can be adapted to generate ellipse in _____ position.
- (6) Floodfill() requires _____ Parameters.
- (7) CRT Stands for _____
- (8) VGA Stands for _____
- (9) Circle is _____ way Symmetry.
- (10) _____ Return current background color.
- (11) DDA stands for _____
- (12) The main drawback of DDA is _____
- (13) A _____ is rectangular region in computer graphics.
- (14) _____ Header file contains graphics library function.
- (15) _____ Arguments required in putpixel function.
- (16) DPI Stands for _____
- (17) Ellipse() function require _____ Parameters.
- (18) In which transformation process size of an object is changed?
- (19) The interrupt call is made using _____
- (20) Bar3d() requires _____ Parameters.

- 2 (A) Explain Following function : (Any **Three**) 6
- (1) Bar
 - (2) liner
 - (3) moveto
 - (4) Moverel
 - (5) Outtextxy
 - (6) Putimage
- (B) Answer the Following : (Any **Three**) 9
- (1) Define: Pixel & resolution
 - (2) Explain B-Spline
 - (3) Explain DDA line drawing with example.
 - (4) Explain initgraph().
 - (5) Explain B-Spline.
 - (6) Difference: Text mode V/s Graphics mode
- (C) Answer the Following : (Any **Three**) 10
- (1) Explain bezier curve
 - (2) Explain fractals.
 - (3) Explain Bransenham circle drawing algorithms
 - (4) Explain INT 33h and its services.
 - (5) What is chart? Explain types of chart.
- 3 (A) Answer the Following : (Any **Three**) 6
- (1) closergroup() v/s restorecrtmode().
 - (2) outtext() v/s outtextxy() .
 - (3) explain arc()
 - (4) explain sector()
 - (5) explain getimage()
 - (6) explain setfillpattern()

(B) Answer the Following : (Any **Three**) **9**

- (1) Explain Translation in Transformation.
- (2) Explain Windowport and Viewport
- (3) Explain Classification of Fractals.
- (4) Explain Floodfill procedure
- (5) Explain Scaling
- (6) Explain Reflection.

(C) Answer the Following : (Any **Three**) **10**

- (1) Write a code for show and hide mouse pointer.
- (2) Write a code for draw rectangle using mouse.
- (3) Write a code for filling a rectangle using 8 connected seed filling.
- (4) Write a code for interacting with menu using mouse.
- (5) Write a code for get mouse position and restrict mouse pointer.
