# BCA-401(N)

# B. C. A. (Fourth Semester) EXAMINATION, May, 2019

(New Course)

Paper First

# COMPUTER GRAPHICS AND MULTIMEDIA APPLICATION

Time: Three Hours]

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[ Maximum Marks: 75

Note: Attempt questions from all Sections as directed.

Inst.: The candidates are required to answer only in serial order. If there are many parts of a question, answer them in continuation.

#### Section-A

### (Short Answer Type Questions)

Note: All questions are compulsory. Each question carries 3 marks.

- 1. (A) Define Computer Graphics. Explain its use,
  - (B) Write a short note on shadow mask.
  - (C) What is the difference between LCD and LED?
  - (D) Write down the Bresenham's line drawing algorithm.

(A-95) P. T. O.

(E) Draw the line from (0, 0) to (4, 6) using DDA line drawing algorithm

(F) Explain the following terms:

- (a) Franslation
- (b) Rotation
- (G) What are the advantages of curves and surfaces?
- (H) Difference between Random Scan and Raster Scan.
- Define Multimedia. Differentiate between Hypertext and Hypermedia.

#### Section-B

#### (Long Answer Type Questions)

Note: Attempt any two questions. Each question carries 12 marks.

- What is CRT? Explain the working of CRT with the help of diagram.
- Explain and discuss the Cohen-Sutherland line clipping algorithm.
- 4. Find a transformation of triangle A (1, 0); B (0, 1);
  C (1, 1) by rotating 45° anticlockwise about the origin and then translating one unit in x and y direction.
- 5. Explain any three input devices.

#### Section-C

## (Long Answer Type Questions)

Note: Attempt any two questions. Each question carries 12 marks.

6. Find the reflection of a point A [5, 9] about the line y = x + 5.

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### [3]

- 7. (a) What is Bezier curves? Explain different typesof Bezier curves.
  - (b) What is Solid Modeling ? Explain the use of solid modeling.
- **8.** Define Multimedia. Define multimedia components. Describe the applications of multimedia in real life.
- Define Computer Animation. Explain the types of animations. Describe its applications.

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