Sample question paper of COMPUTER GRAPHICS

Q1. The process of digitizing a given picture definition into a set of pixel-intensity for storage in the frame buffer is called

    A. Rasterization
    B. Encoding
    C. Scan conversion
    D. True color system

Q2. The primary output device in a graphics system is_____

    A. Scanner
    B. Video monitor
    C. Both a and b
    D. Printer

Q3. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation

    A. x'=x+dx and y'=y+dx
    B. x'=x+dx and y'=y+dy
    C. X'=x+dy and Y'=y+dx
    D. X'=x-dx and y'=y-dy

Q4. The basic geometric transformations are

    A. Translation
    B. Rotation
    C. Scaling
    D. All of the mentioned

Q5. Sutherland-Hodgeman clipping is an example of_____ algorithm.

    A. line clipping
    B. polygon clipping
    C. text clipping
    D. curve clipping

Q6. GUI means

    A. Graphical user interface
    B. Graphical user interaction
    C. Graphics uniform interaction
    D. None of the above

Q7. In random scan display, the frame buffer holds ....

    A. Line drawing commands

    B. Scanning instructions

    C. Image Resolution

    D. Intensity information

Q8. Coordinates of window are knows as ....

    A. Screen coordinates

    B. World coordinates

    C. Device coordinates

    D. Cartesian coordinates

Q9. Which vertex of the polygon is clipped first in polygon clipping?

    A. top right

    B. bottom right

    C. bottom left

    D. top left

Q10. In line clipping, the portion of line which is _____ of window is cut and the portion that is _____ the window is kept.

    A. outside, inside

    B. inside, outside

    C. exact copy, different

    D. different, an exact copy