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22318 Computer Graphics Mcq Test paper

Give applications of computer graphics.
A) Graphical User Interface (GUI)
B) DTP (Desktop Publishing)
C) Computer-Aided Learning (Cal)
D) Computer-Aided Design
E) Simulation and Virtual Reality
F) All of the above **Answer**

List various character generation methods.
A) Stroke Method
B) Bitmap Method
C) Starburst Method
D) All of the above **Answer**

List advantages of virtual reality.
A) Virtual reality creates a realistic world
B) It enables users to explore places.
C) Virtual Reality makes education easier and more comfortable.
D) All of the above **Answer**

List types of Polygon
A) Convex polygon
B) Concave polygon
C) Both (a) & (b) **Answer**
D) None of the above

List various polygon filling algorithms
A) Flood Fill Algorithm
B) Boundary Fill Algorithm
C) Scan Line Algorithm
D) All of the above **Answer**

Basic transformations techniques are:
A) Translation
B) Scaling
C) Rotation
D) All of the above **Answer**

Explain differ types of Text clipping in brief
A) All or none string clipping
B) All or none character clipping
C) Text clipping
D) All of the above **Answer**

Merits of DDA algorithms
A) Bresenham's algorithm is more efficient and much more accurate than DDA algorithm.
B) Bresenham's algorithm can draw circles and curves with much more accuracy than the DDA algorithm.
C) Bresenham's algorithm is faster than DDA algorithm
D) It is the simplest algorithm and it does not require special skills for implementation.
Answer

Merits of Bresenham's Algorithm
A) Floating point Addition is still needed.
B) Bresenham's line algorithm is a highly efficient incremental method over DDA. **Answer**
C) It is a faster method for calculating pixel positions than the direct use of equation y = mx + b.
D) It eliminates the multiplication in the equation by making use of raster characteristics, so that appropriate increments are applied in the x or v direction to find the pixel positions along the line path

File extensions of Raster graphics are
A) .pdf
B) .bmp, .gif **Answer**
C) .dxf
D) .eps

File extensions of Vector graphics are
A) .jpg
B) .tif
C) .bmp
D) .svg, .eps, **Answer**

Explain types of Parallel Projection
A) Top projection
B) Front projection
C) Side projection
D) All of the above **Answer**

State whether The following statements are True or False

Homogeneous coordinates are used extensively in computer vision and graphics because they allow common operations such as translation, rotation, scaling and perspective projection to be implemented as matrix operations.
(A) True **Answer**
(B) False

A set of connected lines are considered as polygon; polygons are clipped based on the window and the portion which is inside the window is kept as it is and the outside portions are clipped.
(A) True **Answer**
(B) False

Concave Polygon is a polygon in which if you take any two positions of polygon then all the points on the line segment joining these two points fall within the polygon itself
(A) True
(B) False **Answer**
Reason: Concave Polygon is a polygon in which if you take any two positions of a polygon then all the points on the line segment joining these two points do not fall entirely within the polygon.

A bitmap is an image or shape of any kind-a picture, a text character, a photo-that's composed of a collection of tiny individual dots.
(A) True **Answer**
(B) False

Stroke method is based on a natural method of text written by human beings. In this method graph is drawn in the form of line by line.
(A) True **Answer**
(B) False

Raster graphics are composed of paths
(A) True
(B) False **Answer**
Reason: Raster graphics are composed of pixels.

Bitmap method is a called dot-matrix method as the name suggests this method uses an array of bits for generating a character. These dots are the points for an array whose size is fixed.
(A) True **Answer**
(B) False

It is the ratio of the number of Horizontal points to the number of vertical points necessary to produce equal length lines in both directions on the screen.
(A) True
(B) False **Answer**
Reason: It is the ratio of the number of vertical points to the number of horizontal points necessary to produce equal length lines in both directions on the screen.

Virtual reality (VR) means experiencing things through our computers that don't really exist.
(A) True **Answer**
(B) False

Bitmap Graphics Images are formula based / dependent.
(A) True
(B) False **Answer**
Reason: Bitmap Graphics Images are resolution dependent.

Raster graphics required separate scan conversion hardware.
(A) True **Answer**
(B) False

Vector display only draws lines and characters
(A) True **Answer**
(B) False

Convex Polygon is a polygon in which if you take any two positions of a polygon then all the points on the line segment joining these two points do not fall entirely within the polygon.
(A) True
(B) False **Answer**
Reason: Convex Polygon is a polygon in which if you take any two positions of a polygon then all the points on the line segment joining these two points fall within the polygon itself.

Pixel or Pel is defined as "the smallest addressable screen element".
(A) True **Answer**
(B) False

The frame buffer is the video memory (RAM) that is used to hold or map the image displayed on the screen
(A) True **Answer**
(B) False

Vector graphics are composed of pixels.
(A) True
(B) False **Answer**
Reason: Vector graphics are composed of paths.

Vector Based Graphic is Mathematical based image
(A) True **Answer**
(B) False

In Bitmap Graphics Size of the image is high.
(A) True **Answer**
(B) False

Vector Based Graphic Images are resolution dependent.
(A) True
(B) False **Answer**
Reason: Vector Based Graphic Images are formula based / dependent.