



C09-IT-606 A

**3778**

**BOARD DIPLOMA EXAMINATION, (C-09)  
MARCH/APRIL—2013  
DIT—SIXTH SEMESTER EXAMINATION  
COMPUTER GRAPHICS**

*Time* : 3 hours ]

[ *Total Marks* : 80

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**PART—A**

3×10=30

- Instructions** : (1) Answer **all** questions.  
(2) Each question carries **three** marks.  
(3) Answers should be brief and straight to the point and shall not exceed *five* simple sentences.

1. What is meant by the vector refresher?
2. Define polygon. List the types of polygons.
3. Define transformations. List various types of transformations.
4. What is meant by increase transformation?
5. Define segment.
6. What is meant by display file structures? List various structures available.
7. What are meant by windowing and clipping?

8. What is meant by multiple windowing?
9. Define interaction. List various devices used for interaction.
10. What is meant by parallel projection?

**PART—B**

10×5=50

**Instructions** : (1) Answer *any five* questions.  
(2) Each question carries **ten** marks.  
(3) Answers should be comprehensive and the criterion for valuation is the content but not the length of the answer.

11. Explain simple DDA with an example.
12. Explain about polygon filling algorithm.
13. Explain rotation about an arbitrary point.
14. Explain creation and renaming a segment.
15. Explain about viewing transformation implementation.
16. Explain the Cohen-Sutherland out code algorithm.
17. Explain 3-D transformation.
18. (a) Explain about 3-D primitives.  
(b) Explain about parallel projection.

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