



C09-IT-606 A

**3778**

**BOARD DIPLOMA EXAMINATION, (C-09)**

**OCT/NOV—2014**

**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. Explain display devices.

2. Explain simple DDA.

3. Explain the transformation routines.

4. Explain briefly about shear transformation.

5. Define segment.

6. Explain how to delete a segment.

7. Explain briefly about clipping of polygon.

- \* 8. Explain about viewing transformations.
- 9. Explain about parallel projection.
- 10. Explain rotation about an arbitrary axis.

**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 polygon interfacing algorithm.
- 12. Explain Bresenham's algorithm.
- 13. (a) Explain about inverse transformations. 5  
 (b) Explain about scaling transformations on sin and cos. 5
- 14. Explain about other display file structures.
- 15. Explain Cohen-Sutherland outcode algorithm.
- 16. Explain Sutherland-Hodgman algorithm.
- 17. Explain the hardware devices used in the interaction.
- \* 18. (a) Explain about 3D geometry. 5  
 (b) Explain about 3D primitives. 5

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