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C09–IT–**606A**

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BOARD DIPLOMA EXAMINATION, (C–09)

MARCH/APRIL—2017

DIT—SIXTH SEMESTER EXAMINATION

COMPUTER GRAPHICS

Time : 3 hours] [*Total Marks* : 80

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. Define polygon.

2. What is the raster graphics system?

3. Define transformation.

4. What is display procedure?

5. Define segment.

6. What is visibility?

7. Write about windowing.

8. Write briefly about adding clipping to the system.

9. Define interaction.

10. Define 3D transformation.

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. Write about Bresenham's algorithm.

12. Explain about polygon interfacing algorithm.

13. Write about inverse transformations.

14. Explain about other display file structures.

15. Explain the Cohen-Sutherland outcode algorithm.

16. Explain the Sutherland-Hodgman algorithm.

17. Explain the hardware devices used in the interaction.

18. Explain 3D primitives and 3D geometry.

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