

A-1272

Total Pages : 3

Roll No.

BCA-17

Bachelor of Computer Application (BCA)

Interactive Computer Graphics

Examination February, 2026

Time : 2:00 Hrs.

Max. Marks : 70

Note :- This paper is of Seventy (70) marks divided into Two (02) Sections 'A' and 'B'. Attempt the questions contained in these Sections according to the detailed instructions given therein. *Candidates should limit their answers to the questions on the given answer sheet. No additional (B) answer sheet will be issued.*

Section-A

Long Answer Type Questions (2×19=38)

Note :- Section 'A' contains Five (05) Long-answer type questions of Nineteen (19) marks each. Learners are required to answer any *two* (02) questions only.

A-1272

(1)

P.T.O.

1. Compare DDA and Bresenham's Line Drawing Algorithms in term of efficiency and accuracy.
2. What are the major application areas of Computer Graphics ? Why are these applications significant today ? How are they implemented in practice ?
3. Explain Two-Point Perspective Projection with diagrams and equations.
4. What is a Circle Drawing Algorithm ? Why is it required ? How does the Midpoint Circle Algorithm work ?
5. What are composite transformation ? Why are they important ? How are multiple transformation ?

Section–B

Short Answer Type Questions (4×8=32)

Note :- Section 'B' contains Eight (08) Short-answer type questions of Eight (08) marks each. Learners are required to answer any *four* (04) questions only.

1. What is clipping ? Why is it essential in graphics systems ? How does it improve efficiency ?
2. What is animation ? Why is it important in computer graphics ?

3. What is reflection ? Why is it useful in image mirroring ?
4. What is the difference between raster and vector display algorithms ? Why does raster dominate modern systems ?
5. What are color models in computer graphics ? Why are they used ?
6. What are the advantages of Flat Panel Displays ?
7. What is a Cathode Ray Tube (CRT) ?
8. What is text clipping ? Why is it more complex than line clipping ?
