

Question bank of Computer Graphics

Class: T.Y.B.Sc(Comp.Sci.), SEM-VI

MCQ & TRUE/FALSE

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A) Choose correct alternative for the following.

- 1) The computer graphics system consists of
a) Memory b) Frame Buffer c) Output devices d) All
- 2) Drawing single point , we use ----- function..
a) gl b) Vertex() c) glVertex(Void) d) glVertex()
- 3) The graphics system consists of types of memory.
a) 3 b) 1 c) 4 d) 2
- 4) The raster graphics image size is than vector graphics image.
a) Similar b) Equal c) Smaller d) Larger
- 5) Transformation alters the size of object.
a) Share b) Translation c) Reflection d) Scaling
- 6) The region within which an object is to be clipped is called ----- window.
a) Screen b) Interface c) Coordinate d) Clip
- 7) The Cohen Sutherland algorithm based on ----- code.
a) Operation code b) Path c) Region d) Region code
- 8) In RGB color model ----- bits are used to represent colors.
a) 24 b) 8 c) 16 d) 4
- 9) Ingraphics image is made up of lines and graphical object.
a) Vector b) Raster c) Scalar d) Frame buffer
- 10)physical devices used for interaction.
a) Keyboard b) Touch panel c) Data glove d) All
- 11) In mouse event is used for 'mouse button released'.
a) GLUT_UP b) GLUT_DOWN c) GLUT_RIGHT_BUTTON d) All
- 12) If grayscale image with pixel depth 3 then how many intensity level image have.....
a) 8 b) 3 c) 2X3 d) 16

- 13) The line drawing criteria are
- a) Straight line b) Terminate accurately c) Constant density d) All
- 14) Drawing single point , we use ----- function..
- a) glVertex() b) Vertex() c) glVertex(Void) d) All
- 15) The component of graphics system are
- a) Input devices b) Process c) Frame buffer d) All
- 16) Transformation moves object from one position to another.
- a) Share b) Translation c) Reflection d) Rotation
- 17) In RGB color model ----- bits are used to represent colors & each bit contain --- bit.
- a) 24, 8 b) 8, 24 c) 16, 24 d) 24, 24
- 18) The component of computer graphics are
- a) Representation b) Presentation c) Transformation d) All
- 19) function are used for mouse event.
- a) glutMouseFunc() b) MouseFunc() c) glutMouseFunc() d) None
- 20) Transformation moves object from one position to another.
- a) Share b) Translation c) Reflection d) Rotation
- 21) In RGB color model ----- bits are used to represent colors.
- a) 24 b) 8 c) 16 d) 4

B) Choose correct alternative for the following.

- 1) The maximum numbers of pixel displayed on screen is called screen.
- 2) Line should have varying density
- 3) Valuator is a device for specifying coordinate position(x, y).
- 4) Graphics device have text made only.
- 5) In rotation transformation origin are changed.
- 6) The midpoint subdivision algorithm based on principle of opcode.
- 7) In perspective projection in which center of projection is infinite distance from the object.
- 8) An area on a display device to which a window is mapped is called clipping.
- 9) Callback is a function that is executed when a particular event is recognized by the program.
- 10) For 8 bit, the value R,G,B are range from 0 to 255.
- 11) In lookup table , the index value to the color is stored in the pixel. .
- 12) DDA is based on increment of X & Y co-ordinate value
- 13) The frame buffer stores pixel value in a liner memory array using row major or column major representation.
- 14) The size of frame buffer depends on number of points on the screen.
- 15) The midpoint subdivision algorithm based on principle of bisection method.
- 16) In perspective projection in which center of projection is finite distance from the object
- 17) glutMouseFunc() function are used for mouse event.
- 18) The size of frame buffer depends on number of points on the screen.
- 19) Valuator is a device for specifying scalar value.
- 20) Vector graphics also called as Object oriented graphics.

- 21) In scaling transformation origin are not changed .
- 22) In perspective projection in which center of projection is finite distance from the object.
- 23) An area on a display device to which a window is mapped is called viewport.
- 24) The maximum numbers of pixel displayed on screen is called resolution .
- 25) The number of bits used for color code is called as color depth.
- 26) Locator is a device for specifying coordinate position(x, y).
- 27) Graphics device have text mode and graphics mode.
- 28) In perspective projection in which center of projection is finite distance from the object.
- 29) An area on a display device to which a window is mapped is called viewport.