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) In ................. graphics 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 made 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.