

**JE – 2220**

**IV Semester M.C.A. Examination, August/Sept. 2003  
(New Scheme) (2000 Onwards)  
IV MCA3 : COMPUTER GRAPHICS**

Time : 3 Hours

Max. Marks : 80

*Instruction : Answer any five full questions choosing at least two from each Part.*

**PART – A**

1. a) Draw the Architecture of a raster-graphic system with display processor. Explain raster scan display processor. 8
- b) Set up a parallel version of Bresenham's line algorithm for straight lines of any slope. 8
2. a) Write a procedure for filling the interior of any specific set of "Polygon" vertices using non zero winding number rule to identify interior regions. 8
- b) Set up a procedure for a parallel implementation of the midpoint circle algorithms. 8
3. a) Develop an algorithm for implementing a colour look up table and the 'set colour representation' operation. 8
- b) What are the different attributes ? Explain any one's implementation. 8
4. a) Develop an algorithm for adjusting the height and width of character defined as rectangular grid patterns. 8
- b) Define rotation. Derive the rotation transformation matrix for a counter clockwise rotation about a point (x, y). 8

**PART – B**

5. a) Derive the window-to-viewport transformation equations by first scaling the window to the size of viewport and then translating the scaled window to the viewport position. 8
- b) Write a procedure to implement the Liang-Barsky Line-Clipping algorithm. 8
6. a) Write a procedure to implement the unpoststructure function on a raster system. 8
- b) Write short notes on Graphics software. 8
7. a) Discuss the method that could be employed in a pattern-recognition procedure to match input character against a stand library of shapes. 8
- b) Design an implementation of the input function for request mode. 8
8. a) Explain Factal-Geometry Method for factual dimension. 8
- b) Write a program to calculate parameter A, B, C & D for any set of three dimension plane surface defining an object. 8