NEW

2016

BCA

6th Semester Examination (Supplementary)

COMPUTER GRAPHICS & MULTIMEDIA LAB

PAPER—3294 (SET - 1)

Full Marks : 100

Time : 3 Hours

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

Illustrate the answers wherever necessary.

Answer any *one* question : 1×40

1. Write a program to draw a equilateval triangle using Bresenham's line drawing algorithm.

2. Write a program to rotate a line anticlockwise. The angle of rotation in degree and the centre of roration will be provided to by the examiner.

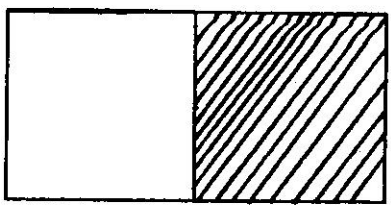
3. Implement DDA line drawing algorithm. Use this algorithm to draw a rectangle.

4. Implement Bresenham's circle generation algorithm.

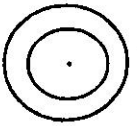
5. Write a program to demonstrate reflection of a triangle through an arbitrary line in 2D space.

6. Write a program to implement Cohen_Sutherland line Clipping algorithm.

7. Draw a rectangle and fill the half area using any standard filling algorithm.



8. Write a program to draw two concentric circles of different radii using mid-point circle drawing to algorithm :



9. Write a program to demonstrate composite scaling of a square.

VIVA : 20

Practical Note Book : 10

[Internal Assessment : 30]

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