

NEW

2017

BCA

6th Semester Examination

COMPUTER GRAPHICS & MULTIMEDIA LAB

PAPER—3294 (SET-3)

(PRACTICAL)

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.

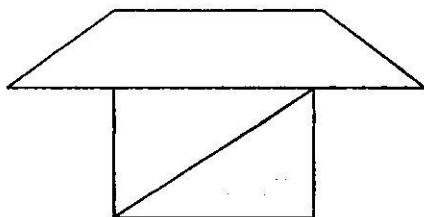
Illustrate the answers wherever necessary.

Answer any one question : 1×40

1. Write a program to implement two dimension scaling of a rectangle with respect to origin.

(Turn Over)

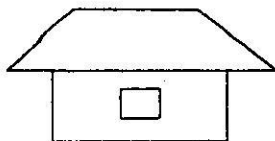
2. Write a program to draw the following figure using DDA line drawing algorithm :



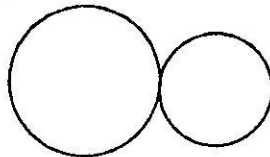
3. Write a program to draw the following figure using any standard line drawing algorithm :



4. Write a program to implement midpoint method for generation of Ellipse.
5. Write a program to draw the following figure using any line drawing algorithm :



6. Write a program to draw a triangle using Bresenham's line drawing algorithm.
7. Write a program to implement Cohen Sutherland line clipping algorithm.
8. Write a program to perform a 45° rotation of a rectangle.
9. Write a program to draw three concentric circles using Bresenham's circle drawing algorithm.
10. Draw the following figure using any circle drawing algorithm.



[VIVA : 20 Marks]

[Practical Note Book : 10 Marks]

[Internal Assessment : 30 Marks]

10/10/10
10/10/10

10/10/10
10/10/10