Total number of printed pages - 4

2019

BCA

6th Semester Examination Computer Graphics & Multimedia Lab

(Set - 1)

Paper - 3294

Full Marks - 100

Time: 3 Hours

The questions are of equal value for any group / half.

The figures in the margin indicate full marks.

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

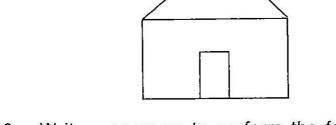
Illustrate the answers wherever necessary.

Answer any one question: (lottery basis)

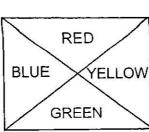
40 ×1=40

- Write a program to draw a polygon using Generalized Bresenham's line drawing algorithm.
- Write a program to draw three concentric circle of different color using midpoint circle generation algorithm.
- 3. Write a program to draw an ellipse using any standard ellipse generation algorithm.

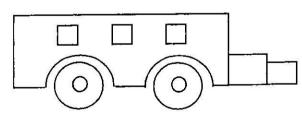
- 4. Write a menu driven program to show all the standards of 2D reflections.
- 5. Write a program to draw the below figure using standard algorithms (i.e. without using any inbuilt functions).



- Write a program to perform the following sequential transformation.
 - (i) Rotate a square by an angle of 60° w.r.t. origin.
 - (ii) Then scaled the rotate square by twice of its size.
- Write a program to fill the following figure using appropriate color using any standard filling algorithm.

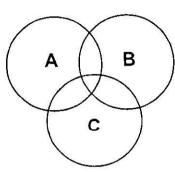


- Write a program to implement Cohen-Sutherland line clipping algorithm.
- Write a program to perform the following transformation on a polygon (menu driven program).
 - (i) Rotation w.r.t. to an arbitary point.
 - (ii) Translation w.r.t. origin
 - (iii) Scaling w.r.t. an arbitary point
- Write a program to show that scaling followed by a reflection is equivalent to reflection followed by scaling.
- 11. Write a program to draw the below figure using standard algorithm.



- Write a program to draw a triangle using Bresenham's line drawing algorithm.
- 13. Write a program to implement 2D reflection of a straight line.

- Write a program to implement rotation of a square with respect to origin.
- 15. Draw the following figure using any circle drawing algorithm.



Viva → 20 Marks

Practical Note Book → 10 Marks

[Internal Assessment – 30 marks]