Total number of printed pages – 3

2019

BCA

6th Semester Examination

Computer Graphics & Multimedia Lab

(Set – 2)

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.

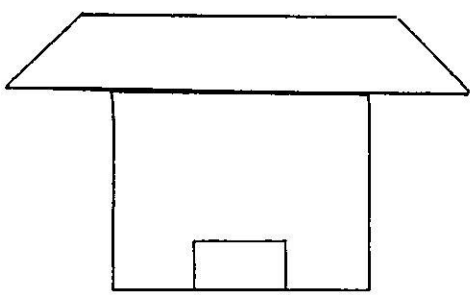
Answer any **one** question : (lottery basis)

$40 \times 1 = 40$

1. Write a program in C graphics to draw an equilateral triangle with a given side.
2. Write a program to implement 2D scaling of a rectangle with respect to origin.

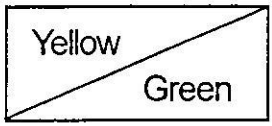
P.T.O.

3. Write a program to draw three concentric circles using mid-point circle generation algorithm.
4. Write a program to draw a line using Bresenham's line drawing algorithm.
5. Write a 'C' program to rotate a straight line about 45° with respect to origin.
6. Write a program to implement any line clipping algorithm.
7. Write a program to draw three concentric circles using any circle drawing algorithm.
8. Write a program to rotate a line by an angle 60° with respect to the center position of the axis.
9. Write a program to rotate a line by an angle 45° with respect to any arbitrary point.
10. Write a transformation program to reflect a rectangle w.r.t the straight line y = x.
11. Write a program to draw a line using DDA algorithm.
12. Write a program to draw the following figure using any line drawing algorithm.



13. Write a program to draw intersecting circles using Bresenham circle drawing algorithm.

14. Fill the below figure using any standard filling algorithm.



15. Write a program to fill a rectangle using any standard filling algorithm.

Viva – 20 marks

Practical Note Book – 10 marks

[Internal Assessment – 30 marks]