MCA -4th sem

Sub-Computer graphics and multimedia

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1. What is the primary use of clipping in computer graphics?
a) copying
b) zooming
c) adding graphics
d) removing objects and lines

2. In a graphical system, the array of pixels in the picture are stored in
a) Frame buffer
b) Processor
c) Memory
d) All of the mentioned

3. Clipping in computer graphics is primarily used for which of the following function?
a) Removing objects and lines from a picture
b) Zooming out a picture
c) Copying a picture
d) Zooming In a picture

4. How many different types of translation are present in computer graphics?
a) 5
b) 3
c) 4
d) 6

5. A bitmap is collection of _____ that describes an image.
a) pixels
b) algorithms
c) bits
d) colors

6. Which devices provides positional information to the graphics system ?
a) Pointing devices
b) Both Input devices and Pointing devices
c) Output devices
d) Input devices

7. The number of pixels stored in the frame buffer of a graphics system is known as
a) Resalution
b) Resolution
c) Depth
d) None of the mentioned

8. The primary output device in a graphics system is_____
a) Printer
b) Scanner

c) Video monitor
d) Neither Scanner nor Video monitor

9. _____ is used in graphics workstation as input devices to accept voice commands.
a) Speech recognizers
b) Touch panels
c) None of the mentioned
d) All of the mentioned

10. What voice the use of voice system?
a) To enter data
b) To initiate graphics operation and also to enter data
c) To initiate graphics operation
d) None of the mentioned

11. The process of elimination of parts of a scene outside a window or a viewport is called _____
a) editing
b) cutting
c) plucking
d) clipping

12. The window opened on the raster graphics screen in which the image will be displayed is called _____
a) Interface window
b) World window
c) World co-ordinate system
d) Screen co-ordinate system

13. Which of the following operation can be applied on a 3 D object to zoom it in or out about any axis from its original position?
a) Rotation
b) Shearing
c) Scaling
d) Translation

14. The process of elimination of parts of a scene outside a window or a viewport is called _____
a) editing
b) plucking
c) cutting
d) clipping

15. The process of mapping a world window in World Coordinates to the Viewport is called Viewing transformation.
a) False
b) True

16. Drawing of number of copies of the same image in rows and columns across the interface window so that they cover the entire window is called _____
a) Zooming
b) Panning

c) Tiling
d) Roaming

17. How many axes does three-dimensional graphics consist of?
    a) Two axes
    b) Three axes
    c) Five axes
    d) One axis
18. Which of the following is the most commonly used boundary representation for a 3-D graphics object?
    a) Volume polygon
    b) System polygon
    c) Data polygon
    d) Surface polygon
19. The process of digitizing a given picture definition into a set of pixel-intensity for storage in the frame buffer is called
    a) Scan conversion
    b) True color system
    c) Encoding
    d) Rasterization
20. On a black and white system with one bit per pixel, the frame buffer is commonly called as
    a) Bitmap
    b) Pix map
    c) Multi map
    d) All of the mentioned
21. Which algorithm is a faster method for calculating pixel positions?
    a) Parallel line algorithm
    b) Mid-point algorithm
    c) DDA line algorithm
    d) Bresenham's line algorithm
22. If the boundary is specified in a single color, and if the algorithm proceeds pixel by pixel until the boundary color is encountered is called
    a) Parallel curve algorithm
    b) Flood-fill algorithm
    c) Scan-line fill algorithm
    d) Boundary-fill algorithm
23. Pixel mask means
    a) A string containing 1 and 0
    b) A string containing 0 and 0
    c) A string containing only 0's
    d) A string containing only 1;s
24. Aspect ratio means
    a) Ratio of vertical points to horizontal points
    b) Ratio of vertical points to horizontal points and horizontal points to vertical

points

c) Number of pixels

d) Ratio of horizontal points to vertical points

25. Expansion of line DDA algorithm is

a) Data differential analyzer

b) Direct differential analyzer

c) Digital difference analyzer

d) Digital differential analyzer

26. The Cohen-Sutherland algorithm divides the region into _____ number of spaces.

a) 9

b) 8

c) 7

d) 6

27. The Liang-Barsky algorithm is more efficient than the Cohen Sutherland algorithm.

a) False

b) True

28. _____ is used for 3D positioning and modeling, animation and other application.

a) Spac ball

b) Trackball

c) Space ball

d) All of the mentioned

29. _____ can be used to determine the position on the data tablet.

a) Either Signal strength or coded pulse

b) Coded pulse

c) Signal strength

d) Strip microphones

30. Which of the following type of perspective projection is also called as “Angular Perspective”?

a) Four-Point

b) Three-point

c) One-point

d) Two-point

31. Which of the following type of perspective projection is used in drawings of railway lines?

a) Three-point

b) Two-point

c) One-point

d) Perspective projection is not used to draw railway lines

32. A three-dimensional object can be represented using which of the following representation?

a) Function

b) Point

c) Polygon

d) Equation

33. In exterior clipping which part of a picture is considered and saved?
    a) We don't consider the picture in exterior clipping
    b) Picture which is outside the view window
    c) Picture which is inside the view window
    d) Picture which is on the edges of the view window
34. Which of the following clipping process handles the clipping of strings?
    a) Text Clipping
    b) Exterior Clipping
    c) Curve Clipping
    d) Shape Clipping
35. Which of the following algorithm can be used to clip a polygon in 3D space?
    a) Vatti Clipping Algorithm
    b) Polygon in 3D space cannot be clipped
    c) Weiler Atherton Algorithm
    d) Greiner Hormann Clipping Algorithm
36. For a 45% line, the line path is_____ on the polygon area.
    a) Vertical
    b) Horizontal
    c) Centered
    d) None of the mentioned
37. The sampling of object characteristic at a high resolution and displaying the result at a lower resolution is called?
    a) Anti-aliasing
    b) Super-sampling or Post-filtering
    c) Post-filtering
    d) Super-sampling
38. What is full form of NLN line clipping algorithm?
    a) Nicholai-Lee-Nicholl algorithm
    b) Nicholl-Liang-Nicholl algorithm
    c) Nicholl-Lee-Nicholl algorithm
    d) Nicholai-Liang-Nicholl algorithm
39. 'Skala' is an example of which type of clipping?
    a) polygon clipping
    b) line clipping
    c) curve clipping
    d) point clipping
40. Which of the following is NOT a type of area sampling?
    a) Point sampling
    b) Weighted area sampling
    c) Anti-aliasing
    d) Unweighted area sampling
41. In which method, fixed pattern of a line is used to generate characters?
    a) Dot-matrix method
    b) Bitmap method

c) Stroke method
d) Starbust method

42. _____ stores the picture information as a charge distribution behind the phosphor-coated screen.
a) Direct-view storage tube
b) Flat panel displays
c) 3D viewing device
d) Cathode ray tube

43. The device which is designed to minimize the background sound is
a) Joy stick
b) Data glove
c) Microphone
d) Digitizers

44. Which devices provides positional information to the graphics system ?
a) Input devices
b) Output devices
c) Pointing devices
d) Both a and c

45. The number of pixels stored in the frame buffer of a graphics system is known as
a) Resolution
b) Depth
c) Resalution
d) Only a

46. In graphical system, the array of pixels in the picture are stored in
a) Memory
b) Frame buffer
c) Processor
d) All of the mentioned

47. Heat supplied to the cathode by directing a current through a coil of wire is called
a) Electron gun
b) Electron beam
c) Filament
d) Anode and cathode

48. The maximum number of points that can be displayed without overlap on a CRT is referred as
a) Picture
b) Resolution
c) Persistence
d) Neither b nor c

49. _____ stores the picture information as a charge distribution behind the phosphor-coated screen.
a) Cathode ray tube
b) Direct-view storage tube

c) Flat panel displays
d) 3D viewing device

50. The devices which converts the electrical energy into light is called
a) Liquid-crystal displays
b) Non-emitters
c) Plasma panels
d) Emitters

51. In which system, the Shadow mask methods are commonly used
a) Raster-scan system
b) Random-scan system
c) Only b
d) Both a and b

52. The process of digitizing a given picture definition into a set of pixel-intensity for storage in the frame buffer is called
a) Rasterization
b) Encoding
c) Scan conversion
d) True color system

53. Which display devices allows us to walk around an object and view it from different sides.
a) Direct view storage tubes
b) Three-dimensional devices
c) Flat panel display devices
d) Plasma panel display devices

54. In LCD, the refresh rate of the screen is
a) 60 frames/sec
b) 80 frames/sec
c) 30 frames/sec
d) 100 frames/sec

55. Random-scan system mainly designed for
a) Realistic shaded screen
b) Fog effect
c) Line-drawing applications
d) Only b

56. The primary output device in a graphics system is_____
a) Scanner
b) Video monitor
c) Neither a nor b
d) Printer

57. On a black and white system with one bit per pixel, the frame buffer is commonly called as
a) Pix map
b) Multi map

c) Bitmap
d) All of the mentioned

58. Aspect ratio means
a) Number of pixels
b) Ratio of vertical points to horizontal points
c) Ratio of horizontal points to vertical points
d) Both b and c

59. _____ allows screen positions to be selected with the touch of a finger.
a) Touch panels
b) Image scanner
c) Light pen
d) Mouse

60. What is the disadvantage of the light pen?
a) It's shape
b) They cannot detect positions
c) Accurate reading
d) Cannot detect positions within black areas

61. _____ is used in graphics workstation as input devices to accept voice commands.
a) Touch panels
b) Speech recognizers
c) Only a
d) All of the mentioned

62. What voice the use of voice system?
a) To initiate graphics operation
b) To enter data
c) Neither a nor b
d) Both a and b

63. When a voice command is given, the system searches the _____for a frequency-pattern match.
a) Memory
b) Input data
c) Dictionary
d) Hard disk

64. The device which is designed to minimize the background sound is
a) Microphone
b) Digitizers
c) Data glove
d) Joy stick

65. The quality of a picture obtained from a device depends on
a) Dot size
b) Number of dots per inch
c) Number of lines per inch
d) All of the mentioned

66. Which of the following device is not the input device?
    a) Trackball and space ball
    b) Data glove
    c) Only d
    d) Impact printers
67. Which device contains thumbwheel, trackball and a standard mouse ball?
    a) Z mouse
    b) Joystick
    c) Mouse
    d) Trackball
68. Virtual reality, CAD, and animations are the application of
    a) Z mouse
    b) Digitizers
    c) Data tablets
    d) Image scanners
69. The most commonly used input device is
    a) Mouse
    b) Keyboard
    c) Scanner
    d) Printer
70. Which keys allows user to enter frequently used operations in a single key stroke?
    a) Function keys
    b) Cursor control keys
    c) Trackball
    d) Control keys
71. _____ are used to measure dial rotations.
    a) Potentiometers
    b) Volta meter
    c) Parameter
    d) Only a
72. The device which is used to position the screen cursor is
    a) Mouse
    b) Joystick
    c) Data glove
    d) Both a and c
73. Which is the ball that can be rotated with the fingers or palm of the hand?
    a) Space ball
    b) Trackball
    c) Only a
    d) Both b and c
74. Potentiometers mounted at the base of the joystick measures
    a) The amount of movement
    b) The direction

c) Position
d) Resolution

75. Which is the device that is constructed with the series of sensors that detects hand and finger motion?
a) Digitizers
b) Data glove
c) Joystick
d) Track ball