

CS602 MID TERM MCQS

Most Important and repeated MCQS

1. The _____ tests given above are performed for the midpoints between pixels near the circle path at each sampling step.

• circle function pg#62

- eclipse function
- line function
- parabola function

2. The ASCII value present in VDU memory must be translated into _____ and drawn on the screen.

- Video card
- Move statement

• Character pg#44

- Score

3. The cross product of 2 vectors result in a _____?

- Value
- Magnitude
- Scalar

• Vector pg#119

4. Boundary fill algorithm can work for complex polygon:

- True
- False Not sure

5. In translation every point on the object is translated by the _____.

- 90 degrees

• same amount pg#121

- force

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- right angle

6. Parity is a concept used to determine which _____ lie within a polygon.

- Edge
- Points
- Vertices

- Pixels pg# 83

7. Computer Graphics are used in _____

- Game development
- Simulations
- Movies development
- All of the given

8. DDA abbreviated for _____

- Digital Data Analyzer
- Different Analog Differential analyzers
- Digital Differential Analyzer pg#54

- Discrete data analyzer

9. In an area-fill algorithm, _____ neighborhood is able to get into nooks and crannies.

- eight-connected pg#108

- unfilled
- filled
- four-connected

10. Concave polygons are a superset of convex polygons, having fewer restrictions than convex polygons.

11. EGA and VGA do not have a character generator ROM.

12. The boundary-fill method requires the coordinates of a starting point, a fill color, and a boundary color as arguments.

13. In DDA, if $|dx| > |dy|$ then:

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- $\text{step} = |\text{dx}|$

- $\text{step} = |\text{dy}|$

- $\text{step} = |\text{dx}| - |\text{dy}|$

- $\text{step} = |\text{dx}| + |\text{dy}|$

14. _____ is a type monitors that use SRT.

- RASTER-SCAN system

- Flat-panel display

- Flood gun

- LCD

15. Each hyperbola consists of two _____.

- Points

- Nodes

- Vertices

- Branches pg#70

16. To move a _____ from one location to another, we translate the center point and redraw the same using new center point.

- Circle pg#121

- Parabola

Hyperbola

- Line

17. _____ is the flurry of bright dots that can appear anywhere on the screen.

- Phosphor

- Flicker

- Snow pg#38

- EGA

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19. -----matrix consists of a single column.

- Oval
- Square
- Cubic

• Column

20. -----are a superset of convex polygons, having fewer restrictions than convex polygons.

- Edges

• Concave polygons pg#82

- Foci polygons
- Complex polygons

21. EGA and VGA -----have a character generator ROM.

- Can
- Do
- Must

• Do not pg# 44

22. In midpoint circle drawing function, if $fcircle(x,y) > 0$, then (x,y) point lies----- circle boundary.

• Outside pg # 62

- Inside
- On
- xk position of

23. Interfacing the horizontal refresh-----.

- Is no longer used in any system
- Fools the human eye into thinking the horizontal refresh rate is faster
- Is necessary because of the shape of the rods in the human eye
- Is distracting and can cause eye fatigue

24. Matrix addition can be done if two matrices have the same number of ----- and-----.

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- Vectors, Rows
- Dimension, Vectors
- Rows, Columns pg#111
- Columns, Transpose

25. Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

- True

- False

26. In Raster-Scan display process, purpose of display processor is to free CPU from-----.

- Task allocation chores
- Computation chores
- Digital memory allocation
- Graphics chores pg#36

27. ----- is a related discipline of Computer Graphics.

- Image processing pg#24

- OpenGL
- Phosphor
- DirectX

28. ----- is a transformation that produces a mirror image of an object.

- Scaling
- Reflection pg# 131

- Rotation
- Translation

29. Graphic images on the screen are built up from tiny dots called-----
-----.

- Picture elements pg#43

- Pdot
- Resolution
- Snow

Prepared by Team Masters

30. The ellipse was named by-----.

- Euclid
- Apollonius pg#64
- Einstein
- Archimedes

31. In video text memory----- are used to display a character.

- 2 bytes

- 4 bytes
- 8 bytes
- 16 bytes

32. The boundary-fill method requires the coordinates of -----.

- Boundary colour
- Starting point pg#105
- Filling colour
- All of the given

33. In display mode 3, out of two bytes for each character on screen, one contains ASCII value while other contains-----.

- Attribute
- Resolution
- Pixels
- Graphics

34. In----- polygon filling technique, the filling is done from interior point towards boundary.

- Simple
- Scan-line
- Boundary pg #81
- Edge

35. -----was first person who studied the ellipse.

- Archimedes
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36. A conic section is the intersection of a----- and a cone.

- Quadrant

- Plane pg#69

- Octant

- Left-Axis

37. In an area fill algorithm, the----- and----- of neighborhood of given pixel are important.

- If, bits

- Color, size

- Size, Connectivity pg#108

- Odd, even

38. -----matrix consists of a single column.

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40. $(x^2 / a^2) - (y^2 / b^2) = 1$ is an equation of .

- Circle

- Parabola

- Hyperbola PG # 70

- Ellipse

41. .Three or more point that lie on the same line are called-----

- Singular

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- Collinear pg# 53

- Line slop
- Line slop and singular

42. Discard a line with both endpoints outside clipping boundaries is called as _____

- Trivial Reject PG # 142

- Trivial Accept
- None of the given
- Total outside

43. In _____ algorithm, old color must be read before it is invoked.

- Scan line filling

- Flood fill PG # 104

- Both scan line and flood fill
- None of the given

44. If a line connecting any two points within a polygon does not intersect any edge, then it will be _____ polygon.

- Convex PG # 79

- Concave
- Complex
- Hybrid

45. In _____ projection, all lines perpendicular to the projection plane are projected with no change in length.

- Cavalier and Cabinet
- Cabinet

- Cavalier PG # 199

- None of the given

46. The actual filling process in boundary filling algorithm begins when a point of the figure is

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selected.

- Outside the boundary
- Inside the boundary PG # 102
- At boundary

• None of the give

47. In 2D transformation, _____ can be achieved by rotating the object about axis of reflection by 180o.

- Translation
- Scaling
- Shear
- Reflection pg# 131

48. In transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

- Rotation
- Reflection
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• None of the given

49. Twice the radius of circle is called as-----.

- Area
- Diameter pg # 59

- 2π Radian
- Circumference

50. If the value of scaling factors S_x and S_y is greater than 1, then size of objects will be

-
- Reduced
 - Enlarged PG # 121
 - Remain same
 - None of the given

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51. Parity is a concept used to determine which _____ lie within a polygon

- Edge
- Vertices
- Pixels pg#83
- Points

52. Polygons consisting _____ of can cause problems when rendering.

- Non-co-planar vertices PG # 172
- Co-planar vertices
- On any vertex
- None of the given

53. In Trivial acceptance/reject test there are four bits of nine regions, Bit 3 represents condition _____

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
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- PG # 143

- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
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54. First step of triangle rasterization is to be able to _____ a solid filled

- Rotate
- Render PG # 219
- Redraw
- None of the given

55. This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

- Axonometric Parallel Projection
- Oblique Parallel Projection

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• Orthographic Parallel Projection PG # 197

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56. The dot product of two vectors A and B is _____, if the angle between them is less than 90 or greater than 270 degrees.

• Greater than zero (0) PG # 180

- Less than zero (0)
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57. When defining a mesh of triangles that define the boundary of a solid, you set it up so that all of the triangles along the skin are ordered _____ when viewed from the outside.

• Clockwise pg#211

- Perpendicular
- Parallel
- Anticlockwise

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59. A column matrix is also known as .

• Column vector PG # 107

- Row vector
- Vector
- Unit vector

60. _____ is the set of points that are equidistant from its origin.

- Line
- Parabola

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- Circle
- Ellipse

Masters

Cs602 Computer Graphics

Midterm MCQs FILE

by VU cooperative team

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- Column vector PG # 107
 - Row vector
 - Vector
 - Unit vector
60. _____ is a transformation that produces a mirror image of an object.
- A reflection
61. Orthographic projections that show more than one side of an object are called _____.
- axonometric orthographic projections
62. _____ is the set of points that are equidistant from its origin.
- Line
 - Parabola
 - Circle
 - Ellipse
63. Each vertical retrace takes 1/60th of a second to avoid flickering.
64. VDU memory, one containing the ASCII value of the character and other containing its _____
- Attribute

Question#1

Rotating a point requires

- The coordinates for the point
- The rotation angles
- **Both of above** **Page No 175**
- None of above

Question#2

In Trimetric the direction of projection makes unequal angle with the three principal axes

- **True** **Page No 192**
- False

Question#3

We can draw the circle

- Pentane
- Hexanes
- Trident
- **Octants** **Page No 61**

Question#4

_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

- Rotation
- Translation
- Reflection
- **Shear** **Page No 124**

Question#5

_____ is the process of describing an object or scene so that we can construct an image of it

- Rendering
- **Modeling** **Page No 159**
- Meshing
- None of above

Question#6

Boundary Filling Algorithm can work for complex polygons.

- True
- **False (Not Sure)**

Question#7

Concave polygons are superset of _____ polygons, having fewer restrictions than _____ polygons.

- Hybrid, Complex
- Concave, Complex
- **Convex, Convex** **Page No. 79**
- Complex, Complex

Question#8

Incomplete

Question#9

A unit vector has zero magnitude.

- True
- **False** **Page No.169**

Question#10

Each hyperbola consists of two _____.

- Vertices
- Nodes
- **Branches** **Page No. 70**
- Points

Question#1

Parity is a concept used to determine which _____ lie within a polygon.

- Edge
- Vertices
- **Pixels** **Page No.80**
- Points

Question#2

Various curve functions are useful in _____.

- Object modeling
- Graphics applications
- Animation path specifications
- **All of the given** **Page No.69**

Question#3

Polygons are basically concave polygons that may have self-intersecting edges

- **Complex** **Page No.79**
- Hybrid
- Convex
- Convex and Hybrid

Question#4

Concave polygons are a superset of _____ polygons, having fewer restrictions than _____ polygons.

- Hybrid, Complex
- Concave, Complex
- **Convex, Convex** **Page No.79**
- Complex, Complex

Question#5

There are _____ basic types of polygon.

- 2
- **3** **Page No.81**
- 4
- 5

Question#5

Both Boundary Filling and Flood filling algorithms are _____ as compared to scan

line filling algorithm.

- **Better (not sure)**
- **Worse**
- Almost same
- Good

Question#5

We can draw eight points corresponding to each (x , y) point calculation in _____ drawing algorithm.

- Sutherland
- Mid Clipping
- **Midpoint Circle Page No.61**
- Sutherland Clipping

Question#6

The horizontal refresh -----

- Is no longer used in any system
- Is distracting and can cause eye fatigue
- **Eye into thinking the horizontal refresh rate is faster**

Question#7

Computer graphics is very helpful in producing graphical representations for scientific visualization.

- **True Page No.9**
- False

Question#8

In video text memory, _____ are used to display a character.

- **2 bytes Pages No.43**
- 4 bytes
- 8 bytes
- 16 bytes

Question # 3 of 10 (Start time: 05:54:29 AM)

Twice the radius of circle is called as _____.

1. Area
- 2. Diameter** **Page No.59**
3. 2π Radian
4. Circumference

Question # 5 of 10 (Start time: 05:56:14 AM)

Both Boundary Filling and Flood filling algorithms are non-recursive techniques.

1. True
- 2. False**

Question # 7 of 10 (Start time: 05:58:54 AM)

We can take transpose of any matrix.

- **True**
- False

Question # 9 of 10 (Start time: 06:01:03 AM)

_____ is the set of points that are equidistant from its origin.

1. Line
2. Parabola
- 3. Circle**
4. Ellipse

Question

Locations can be translated or "transformed" from one coordinate system to another.

- **True Page No.158**
- False

Question

Vectors can be multiplied in a way

- Dot product
- Cross product
- **Both of above**
- None of given

Question

Process of moving points in space is called

- Rendering
- Modeling
- Meshing
- **None of above Transformation Page No.173**

Question

Sutherland-Hodgeman clipping algorithm clips any polygon against a concave clip polygon

- True
- **False Page No.243**

Question

In Trivial acceptance/reject test there are four bits of nine regions, Bit 4 represents condition _____.

- **Outside half plane of left edge, to the left of left edge $X < X_{min}$ Page No.138**
- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- Outside half plane of top edge, above top edge $Y > Y_{max}$

Question

In Trivial acceptance/reject test there are four bits of nine regions, Bit 1 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$

- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- **Outside half plane of top edge, above top edge $Y > Y_{max}$ Page No.138**

Question

In Trivial acceptance/reject test there are four bits of nine regions, Bit 2 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- **Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$ Page No.138**
- Outside half plane of top edge, above top edge $Y > Y_{max}$

Question

In Trivial acceptance/reject test there are four bits of nine regions, Bit 3 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
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Question

The process of subdivision an entity or surface into one or more non-overlapping primitives.

- Rendering
- Modeling
- Meshing
- **None of above Page No. 162 Tessellation**

Question

Shortcoming of Sutherland-Hodgeman Algorithm is concave polygons may be displayed with extensors lines

- **True Page No.150**
- False

Question

CS602 MCQ,s for midterm paper with reference solved by Shahid

$A \cdot B = |A| \cdot |B| \cdot \cos(?)$ where ? is the angle between the two vectors

- **Cross Product**
- **Dot Product Page No.171**

Question

_____ is used to move a point, or a set of points, linearly in space

- Transformation
- **Translation Page No.173**
- Scaling
- None of above

Question

Save a line with both endpoints inside all clipping boundaries.

- **Trivial Accept Page No.137**
- Total inside
- Trivial Reject
- Total outside

_____ uses a divide and conquer strategy.

- **Sutherland Hodgman clipping Algorithm Page No.244**
- Pipeline clipping
- Weiler-Atherton algorithm
- None of above

Question No.01:

Each number that makes up a matrix is called an _____ of the matrix.

- **Element Page No.101**
- Variable
- Value
- Component

Question No.02:

Which one of the following step is not involved to write pixel using video BIOS services.

- Setting desired video mode
- Using BIOS service to set color of a screen pixel
- Calling BIOS interrupt to execute the process of writing pixel.
- **Using OpenGL service to set color of a screen pixel** Page No.45

Question No.03:

Shadow mask methods can display a _____ range of colors.

- Small
- **Wide** Page No.29
- Random
- Crazy

Question No.04

Using Cohen-Sutherland line clipping, it is impossible for a vertex to be labeled 1111.

- **True (Not Sure)**
- False

Question No.05

Intensity of the electron beam is controlled by setting _____ levels on the control grid, a metal cylinder that fits over the cathode.

- Amplitude
- Current
- **Voltage** Page No.26
- Electron

Question

Sutherland-Hodgeman clipping algorithm clips any polygon against a concave clip polygon

Select correct option:

- **True** Page No141
- False

Question

$(x^2 / a^2) + (y^2 / b^2) = 1$ is an equation of _____.

Select correct option:

CS602 MCQ,s for midterm paper with reference solved by Shahid

- Parabola
- Hyperbola
- **Ellipse Page No.65**
- Circle

Question # 8 of 10 (Start time: 08:11:02 PM) Total Marks: 1

When scaling factor S_x and S_y are assigned the **same value**, _____ scaling is produced that maintains relative object proportions.

Select correct option:

- **Uniform Page No.116**
- Unequal
- Multiform

Question # 1 of 10 (Start time: 08:17:06 PM) Total Marks: 1

Boundary Filling Algorithm can work for complex polygons.

Select correct option:

- True
- **False (Not Sure)**

Question

Rotation performed around a fixed point called _____.

Select correct option:

- x point rotation
- y point rotation
- Point of origin
- **Pivot point rotation Page No.114**

Question # 4 of 10 (Start time: 08:30:06 PM) Total Marks: 1

A two dimensional rotation is applied to an object by repositioning it along a _____ path in the XY plane

Select correct option:

- Straight
- **Circular**
- Oval
- Ellipse

Question # 3 of 10 (Start time: 08:53:28 PM) Total Marks: 1

DDA abbreviated for _____.

Select correct option:

- Discrete data analyzer
- Digital data analyzer
- **Digital differential analyzer** Page No.54
- Different Analog differential analyzers

Question # 4 of 10 (Start time: 08:54:33 PM) Total Marks: 1

A scaling transformation alters the _____ of an object.

Select correct option:

- Shape
- Position
- **Size** Page No.13
- Rotation

Question # 5 of 10 (Start time: 08:42:53 PM) Total Marks: 1

By preserving the original shape of an object with a scaling is called _____ scaling.

Select correct option:

- parallel
- vertical
- horizontal
- **none of given (Not Sure)**



In the Name of Allāh, the Most Gracious, the Most Merciful

MidTerm Papers Solved MCQS with Reference (1 to 22 lectures)

1. Monochrome Adapter (MA) is a single color adapter
 - **True** PG # 38
 - False
2. We can explain relationship between X, Y and Z coordinates using the left hand rule. right hand rule is correct
 - **False**
 - True
3. The last column of an affine transform matrix does not affect vectors.
 - **True**
 - False
4. Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.
 - **False**
 - True✓

5. $(x^2/a^2) - (y^2/b^2) = 1$ is an equation of _____.

- ☐ Circle
- ☐ Parabola
- ☐ **Hyperbola**
- ☐ Ellipse

PG # 70

6. There are _____ basic types of polygon.

- ☐ 2
- ☐ **3**
- ☐ 4
- ☐ 10

PG # 81

7. _____ Polygons are basically concave polygons that may have self-intersecting edges.

- ☐ **Complex**
- ☐ None of the given
- ☐ Hybrid
- ☐ Convex

PG # 81

8. The actual filling process in boundary filling algorithm begins when a point _____ of the figure is selected.

- ☐ Outside the boundary
- ☐ **Inside the boundary**
- ☐ At boundary
- ☐ None of the given

PG # 102

9. In Trivial acceptance/reject test there are four bits of nine regions, Bit 1 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- **Outside half plane of top edge, above top edge $Y > Y_{max}$**

PG # 143

10. In Trivial acceptance/reject test there are four bits of nine regions, Bit 2 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- **Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$**
- Outside half plane of top edge, above top edge $Y > Y_{max}$

PG # 143

11. In Trivial acceptance/reject test there are four bits of nine regions, Bit 3 represents condition _____.

- Outside half plane of left edge, to the left of left edge $X < X_{min}$
- **Outside half plane of right edge, to the right of right edge $X > X_{max}$**
- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- Outside half plane of top edge, above top edge $Y > Y_{max}$

PG # 143

12. In Trivial acceptance/reject test there are four bits of nine regions, Bit 4 represents condition _____.

- **Outside half plane of left edge, to the left of left edge $X < X_{min}$**
- Outside half plane of right edge, to the right of right edge $X > X_{max}$
- Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- Outside half plane of top edge, above top edge $Y > Y_{max}$

PG # 143

13. Polygons consisting of _____ can cause problems when rendering.

- **Non-co-planar vertices**
- Co-planar vertices
- On any vertex
- None of the given

PG # 169

14. The homogeneous coordinates for 3D translation can be expressed as _____.

- ☐ None of the given
- ☐ $P' = T(tx, tx, tx) + P$
- ☐ $P' = T(0, 0, 0) + P$
- ☐ **$P' = T(tx, ty, tz) \cdot P$**

PG # 179

15. _____ is the tendency of the text to flash as it moves up or down.

- ☐ **Flickering**
- ☐ Snow
- ☐ Distortion
- ☐ None of the given

PG # 38

16. _____ is the flurry of bright dots that can appear anywhere on the screen.

- ☐ Flickering
- ☐ **Snow effect**
- ☐ Distortion
- ☐ None of the given

PG # 38

17. In video text memory, _____ are used to display a character.

- ☐ **2 bytes**
- ☐ 4 bytes
- ☐ 8 bytes
- ☐ 16 bytes

PG # 43

18. In _____ algorithm, old color must be read before it is invoked.

- ☐ Scan line filling
- ☐ **Flood fill**
- ☐ Both scan line and flood fill
- ☐ None of the given

PG # 104

19. In _____ transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

- ☐ Rotation
- ☐ Reflection
- ☐ **Shear**
- ☐ None of the given

[Click Here For More Detail](#)

20. The dot product of two vectors A and B is _____, if the angle between them is less than 90 or greater than 270 degrees.

- ☐ **Greater than zero (0)**
- ☐ Less than zero (0)
- ☐ Equal to Zero (0)
- ☐ None of the given

PG # 177

21. In _____ projection, all lines **perpendicular to the projection plane** are projected with no change in length.

- ☐ Cavalier and Cabinet
- ☐ Cabinet
- ☐ **Cavalier**
- ☐ None of the given

PG # 199

22. First step of triangle rasterization is to be able to _____ a solid filled triangle.

- ☐ Rotate
- ☐ **Render**
- ☐ Redraw
- ☐ None of the given

PG # 216

23. If the value of scaling factors S_x and S_y is greater than 1, then size of objects will be _____.

- ☐ Reduced
- ☐ **Enlarged**
- ☐ Remain same
- ☐ None of the given

PG # 121

If we have scaling factor > 1 then the object size will be increased than original size; whereas; in reverse case that is scaling factor < 1 the object size will be decreased than original size and obviously there will be no change occur in size for scaling factor equal 1.

24. Interlacing the horizontal refresh _____.

- ☐ Is no longer used in any system
- ☐ Is necessary because of the shape of the rods in the human eye
- ☐ Is distracting and can cause eye fatigue
- ☐ **Fools the human eye into thinking the horizontal refresh rate is faster**

25. It is safe to assume that all raster-type monitors can accept the same input

- ☐ **False**
- ☐ True

26. Both Boundary Filling and Flood filling algorithms are non-recursive techniques.

- ☐ **False**
- ☐ True

PG # 102

27. When defining a mesh of triangles that define the boundary of a solid, you set it up so that all of the triangles along the skin are ordered _____ when viewed from the outside.

- ☐ Perpendicular
- ☐ Parallel
- ☐ **Clockwise**
- ☐ Anticlockwise

PG # 208

28. We can not explain relationship between X, Y and Z coordinates using the left hand rule.

- ☐ False
- ☐ **True**

29. A _____ is the set of all points (x, y) that are the same distance from the directrix and focus not on the directrix.

- ☐ Circle
- ☐ Hyperbola
- ☐ **Parabola**

PG # 73

30. Rotating a point requires that you know the coordinates for the point, and also know the rotation angles.

- ☐ False
- ☐ **True**

PG # 180

31. The boundary-fill method requires the coordinates of _____.

- ☐ Starting point
- ☐ Filling colour
- ☐ Boundary colour
- ☐ **All of the given**

PG # 102

The boundary-fill method requires the coordinates of a starting point, a fill color, and a boundary color as arguments.

32. Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

- ☐ None of the given
- ☐ **Better**
- ☐ **Worse** ✓
- ☐ Almost same

33. Discard a line with both endpoints outside clipping boundaries is called as _____.

- ☐ **Trivial Reject** **PG # 142**
- ☐ Trivial Accept
- ☐ None of the given
- ☐ Total outside

34. Because clipping against one edge is independent of all others, so it is impossible to arrange the clipping stages in a pipeline.

- ☐ True
- ☐ **False** **PG # 150**

Because clipping against one edge is independent of all others, it is **possible** to arrange the clipping stages in a pipeline.

35. If the polygons are filled, line-clipping techniques are sufficient to clip it.

- ☐ True
- ☐ **False** **PG # 248**

If the polygons are **unfilled**, line-clipping techniques are sufficient however, if the polygons are filled, the process is more complicated.

36. According to the architecture of raster graphics system, display processor memory will act as _____.

- ☐ Video controller
- ☐ **System memory** **PG # 36**
- ☐ Frame buffer
- ☐ None of the given

37. Various curve functions are useful in _____.

- Object modeling
- Graphics applications
- **All of the given**
- Animation path specifications

PG # 69

Various curve functions are useful in **object modeling, animation path specifications, data, function graphing, and other graphics applications.**

38. _____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

- Translation
- Reflection
- **Shear**
- Rotation

PG # 129

39. In _____ projection, lines which are perpendicular to the projection plane are projected at _____.

- **Cabinet , 1/2 length**
- Cavalier , 1/2 length
- Cabinet , No change in length
- Cavalier , No change in length

PG # 199

40. This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

- Axonometric Parallel Projection
- Oblique Parallel Projection
- **Orthographic Parallel Projection**
- None of the given

PG # 194

41. Computer Graphics are used in _____.

- ☐ Game development
- ☐ Movies development
- ☐ Simulations
- ☐ **All of the given**

PG # 6

42. $(x^2 / a^2) + (y^2 / b^2) = 1$ is an equation of _____.

- ☐ Parabola
- ☐ Hyperbola
- ☐ **Ellipse**
- ☐ Circle

PG # 70

43. A straight line can be moved to another location by applying _____ to each of the line endpoints and redrawing the line between the new coordinates.

- ☐ Rotation
- ☐ **Translation**
- ☐ Reflection
- ☐ Scaling factor

PG # 118

44. Boundary Filling Algorithm cannot work for _____ polygons.

- ☐ Convex
- ☐ Concave
- ☐ Complex
- ☐ **All of the given**

45. To move a _____ from one location to another, we translate the center point and redraw the same using new center point.

- Arc
- Parabola
- All of the given
- **Circle**

PG # 119

46. For modifying object shapes, _____ transformations can be used.

- Rotation
- Translation
- **Shearing**
- both translation and shearing

PG # 192

47. The boundary-fill method requires _____.

- Coordinates of starting point
- Filling colour
- Boundary colour
- **All of the given**

PG # 102

48. In 2D transformations, two successive rotations applied to a point P can be denoted as _____.

- **$P' = R(\Theta_1 + \Theta_2). P$**
- $P' = (R(\Theta_1) - R(\Theta_2)). P$
- $P' = R(\Theta_1 \times \Theta_2). P$
- $P' = R(\Theta_1). P$

PG # 124

49. We can draw 8 points corresponding to each (x, y) point in drawing _____ algorithm.

- ☐ Triangle
- ☐ Parabola
- ☐ **Circle**
- ☐ Hyperbola

50. If a line connecting any two points within a polygon does not intersect any edge, then it will be a _____ polygon.

- ☐ **Convex**
- ☐ Concave
- ☐ Complex
- ☐ Hybrid

PG # 79

51. A column matrix is also known as _____. (Choose best suitable answer)

- ☐ **Column vector**
- ☐ Row vector
- ☐ Vector
- ☐ Unit vector

PG # 107

A column matrix is also called column vector and call a row matrix a row vector.

52. Because clipping against one edge is independent of all others, so it is _____ to arrange the clipping stages in a pipeline.

- ☐ **Possible**
- ☐ Impossible
- ☐ sometimes impossible
- ☐ sometimes possible

PG # 150

53. We can explain relationship between X. Y and Z coordinates using _____.

- ☐ Left hand rule
- ☐ Pump rule
- ☐ Jaw rule
- ☐ **Right hand rule**

54. The homogeneous coordinates for 3D translation can be expressed as _____.

- ☐ $P' = T(0, 0, 0) \cdot P$
- ☐ $P' = T(tx, tx, tx) + P$
- ☐ $P' = T(0, 0, 0) + P$
- ☐ **$P' = T(tx, ty, tz) \cdot P$**

PG # 179

55. A _____ system (or frame) is an affine, euclidean vector space.

- ☐ Number
- ☐ **Coordinate**
- ☐ Unit
- ☐ Vector

56. A three-dimensional reflection can be performed relative to a selected reflection _____.

- ☐ Point
- ☐ Plane
- ☐ **Axis**
- ☐ Both Axis and plane

PG # 191

A three-dimensional reflection can be performed relative to a selected reflection axis or with respect to a selected reflection plane.

Note: Give me a feedback and your Suggestion also If you find any mistake in mcqz plz inform me Viva Contact us Page on our Site. And tell me your answer with references.

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*Winning is not everything,
but wanting to win is
everything.....
Go Ahead..... Best Of Luck !*



CS602- Computer Graphics

Solved MCQS
From Midterm Papers

Dec 18,2013

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PSMD01

MIDTERM EXAMINATION Spring 2013 CS602- Computer Graphics

Question No: 1 (Marks: 1) - Please choose one

DDA abbreviated for _____.

- None of the given
- Discrete data analyzer
- Digital data analyzer

Digital differential analyzer (Page 54)

Question No: 2 (Marks: 1) - Please choose one

Save a line with both endpoints inside all clipping boundaries is called as _____.

- None of the given
- Total (inside (maybe))
- Trivial Reject

Trivial Accept (Page 142)

Question No: 3 (Marks: 1) - Please choose one

_____ projection is obtained by projecting points along parallel lines that are not perpendicular to the projection plane.

- Perspective
- Orthographic

Oblique (Page 198)

Question No: 4 (Marks: 1) - Please choose one

The dot product of two vectors A and B is _____. If the angle between them is less than 90 or greater than 270 degrees.

Greater than zero (0) (Page 177)

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Less than zero (0)
Equal to Zero (0)
None of the given

Question No: 1 (Marks: 1) - Please choose one

This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

metric Parallel Projection
Oblique Parallel Projection
Orthographic Parallel Projection
None of the given

Question No: 5 (Marks: 1) - Please choose one

Orthographic projections that show more than one side of an object are called _____ projections.

Cavalier
Cabinet
Axometric (Page 196)
Perspective

Question No: 6 (Marks: 1) - Please choose one

Computer Graphics are used in _____.

Movies development
Simulations
All of the given
Game development

Question No: 7 (Marks: 1) - Please choose one

“Computer Graphics” and “Computer Vision” are _____.

Same fields
Interrelated fields
None of the given
Totally different fields http://en.wikipedia.org/wiki/Computer_vision

Question No: 8 (Marks: 1) - Please choose one

We can take transpose of _____.

matrix with 1 row 1 column
matrix with 2 rows 3 columns
matrix with 3 rows 2 columns
any matrix

Question No: 9 (Marks: 1) - Please choose one

If the polygons are _____, line-clipping techniques are sufficient for clipping.

filled

unfilled (Page 146)

half filled

All of the given

Question No: 10 (Marks: 1) - Please choose one

20: Because clipping against one edge is independent of all others, so it is _____ to arrange the clipping stages in a pipeline.

Sometimes impossible

None of the given

Possible (Page 150)

Impossible

Question No: 11 (Marks: 1) - Please choose one

Tessellation can be adaptive to the _____ degree of curvature of a surface.

Local (Page 170)

Static

Global

Variable ✓

Question No: 12 (Marks: 1) - Please choose one

The actual filling process in boundary filling algorithm begins when a point _____ of the figured is selected.

Outside the boundary

Inside the boundary (Page 102)

At boundary

None of the above

Question No: 13 (Marks: 1) - Please choose one

Discard a line with both endpoints outside clipping boundary is called as _____

Trivial accept

Trivial reject (Page 142)

Total outside

None of the above

Question No: 14 (Marks: 1) - Please choose one

_____ is the tendency of the text to flash as it moves up or down.

Flickering (Page 38)

Snow

Distortion

None of the above

Question No: 15 (Marks: 1) - Please choose one

The axonometric projection is _____ where the direction of projection makes same angle with all axes.

DIMETRIC

Isometric (Page 196)

Oblique

Trimetric

Question No: 16 (Marks: 1) - Please choose one

We can draw the circle using _____

Pentane

Hexane

Trident

Octant (Page 63)

Question No: 17 (Marks: 1) - Please choose one

_____ direct view storage tube maintains the picture display.

Electron gun

Proton gun

Flood gun (Page 29)

All of the above

Question No: 18 (Marks: 1) - Please choose one

Because clipping against one edge is independent to all others, so it is _____ arrange the clipping stages in a pipeline.

Possible (Page 150) rep

Impossible

Sometimes impossible

None of the above

Question No: 19 (Marks: 1) - Please choose one

If the polygons are _____ line clipping techniques are sufficient for clipping.

Filled

Unfilled (Page 146) rep

Half filled

All of the above

Question No: 20 (Marks: 1) - Please choose one

Polygons consisting of _____ can cause problems when rendering.

Non-coplanar vertices (Page 169)

Co-planar vertices

Any vertices

None of the above

Question No: 1 (Marks: 1) - Please choose one

In Trivial acceptance/reject test there are four bits of nine regions, Bit3 represents condition _____.

Outside half plane of left edge, to the left of left edge $X < X_{min}$

Outside half plane of right edge, to the right of right edge $X > X_{max}$ (Page 143)

Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$

Outside half plane of top edge, above top edge $Y > Y_{max}$

Question No: 2 (Marks: 1) - Please choose one

Plasma-panel displays use a gas mixture that usually includes _____.

Zinc

Iron

correct ans is neon

page 30

CS602 – Solved Quizzes (Quiz No.1 & 2)

Question No: 1 of 10 (Marks: 1) - Please choose one

A line, or straight line, is, roughly speaking, an (infinitely) thin, (infinitely) long, straight geometrical object.

True (Page 53)

False

Question No: 2 of 10 (Marks: 1) - Please choose one

Both Boundary Filling and Flood filling algorithms are _____ as compared to scan line filling algorithm.

Better

Worse ✓

Almost same

Good

Question No: 3 of 10 (Marks: 1) - Please choose one

$(x^2/a^2) + (y^2/b^2) = 1$ is an equation of _____.

Parabola

Hyperbola

Ellipse (Page 70)

Circle

Question No: 4 of 10 (Marks: 1) - Please choose one

We can draw the circle using _____.

Pentane

Hexanes

Trident

Octants (Page 63) rep

Question No: 5 of 10 (Marks: 1) - Please choose one

A scaling transformation alters the _____ of an object.

Shape

Position

Size (Page 120)

Rotation

Question No: 6 of 10 (Marks: 1) - Please choose one

Boundary Filling Algorithm can work for complex polygons.

True

False

Question No: 7 of 10 (Marks: 1) - Please choose one

A _____ is the set of all points (x , y) that are the same distance from the directrix and focus not on the directrix.

Circle

Hyperbola

Parabola (Page 73)

Ellipse

Question No: 8 of 10 (Marks: 1) - Please choose one

Monochrome Adapter (MA) is a single color adapter

True (Page 38)

False

Question No: 9 of 10 (Marks: 1) - Please choose one

If the value of scaling factors s_x and s_y is greater than 1, then size of objects will be _____.

Reduced

Enlarged (Page 121)

Remain same

Shear

Question No: 10 of 10 (Marks: 1) - Please choose one

In _____ algorithm(s), old color must be read before it is invoked.

Scan line filling

Flood filling (Page 104)

Both scan line and flood filling

Scan filling

Question No: 1 of 10 (Marks: 1) - Please choose one

Parity is a concept used to determine which _____ lie within a polygon.

Edge

Vertices

Pixels (Page 80)

Points

Question No: 2 of 10 (Marks: 1) - Please choose one

Various curve functions are useful in _____.

Object modeling (Page 69)

Graphics applications

Animation path specifications

All of the given ✓

Question No: 3 of 10 (Marks: 1) - Please choose one

polygons are basically concave polygons that may have self-intersecting edges.

Complex (Page 79)

Hybrid

Convex

Convex and Hybrid

Question No: 4 of 10 (Marks: 1) - Please choose one

Concave polygons are a superset of _____ polygons, having fewer restrictions than _____ polygons.

Hybrid, Complex

Concave, Complex

Convex, Convex (Page 79)

Complex, Complex

Question No: 5 of 10 (Marks: 1) - Please choose one

There are _____ basic types of polygon.

2

3 (Page 78)

4

5

Question No: 6 of 10 (Marks: 1) - Please choose one

We can draw eight points corresponding to each (x , y) point calculation in _____ drawing algorithm.

Sutherland

Mid Clipping

Mid Point Circle ✓

Sutherland Clipping

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Question No: 7 of 10 (Marks: 1) - Please choose one
the horizontal refresh -----

Is no longer used in any system

Is distracting and can cause eye fatigue

eye into thinking the horizontal refresh rate is faster ✓

Question No: 8 of 10 (Marks: 1) - Please choose one

Computer graphics is very helpful in producing graphical representations for scientific visualization.

True (Page 9)

False

Question No: 9 of 10 (Marks: 1) - Please choose one

In video text memory, _____ are used to display a character.

2 bytes (Page 43)

4 bytes

8 bytes

16 bytes

Question No: 10 of 10 (Marks: 1) - Please choose one

The basis functions $f_i(u)$ in Bezier curve must be symmetric with respect to u and $(u-2)$

Yes

No (Page 341)

Question No: 1 of 10 (Marks: 1) - Please choose one

Three or more points that lie on the same line are called _____.

Singular

Collinear (Page 53)

Line slop

Line slop and Singular

Question No: 2 of 10 (Marks: 1) - Please choose one

Cross product of two vectors result in a _____.

Magnitude

Vector (Page 116)

Scalar

Value

Question No: 3 of 10 (Marks: 1) - Please choose one

To move a _____ from one location to another, we translate the center point and redraw the same using new center point.

Hyperbola

Parabola

Circle (Page 119)

Line

Question No: 4 of 10 (Marks: 1) - Please choose one

_____ is the set of points that are equidistant from its origin.

Line

Parabola

Circle (Page 59)

Ellipse

Question No: 5 of 10 (Marks: 1) - Please choose one

It is safe to assume that all raster-type monitors can accept the same input

True

False

Question No: 6 of 10 (Marks: 1) - Please choose one

Twice the radius of circle is called as _____.

Area

Diameter (Page 59)

$2 \times \pi$ Radian

Circumference

Question No: 7 of 10 (Marks: 1) – Please choose one

Both Boundary Filling and Flood filling algorithms are non-recursive techniques.

1. True

2. False (Page 102)

Question No: 8 of 10 (Marks: 1) - Please choose one

We can take transpose of any matrix.

- True
- False

Question No: 9 of 10 (Marks: 1) - Please choose one

Normalized cross product of two vectors on that surface provides normal vector

YES (Page 347)

NO

Question No: 10 of 10 (Marks: 1) - Please choose one

Set up your tripod and pointing the camera at the scene

projection transformation

viewport transformation

modeling transformation

viewing transformation (Page 372)

final term

Question No: 1 of 10 (Marks: 1) - Please choose one

_____ is based on characteristic size or scale

Fractal Geometry

Traditional Geometry

Euclidean Geometry

final term

None of Above

Question No: 2 of 10 (Marks: 1) - Please choose one

Bernstein polynomial functions are the basic functions of _____ curves.

NURBS

final term

Bezier

Both NURBS and Bazier (Page 342) not confirm

None of the given

Question No: 3 of 10 (Marks: 1) - Please choose one

Silhouette edges occur when dot product of surface normal vector and the view vector is _____.

Zero (Page 345)

One

Both zero and one

None of the given **final term**

Question No: 4 of 10 (Marks: 1) - Please choose one

A fractal is generally a property called _____.

Fractal Dimension

Self-similarity **final term**

Koch Curve

None of above

Question No: 5 of 10 (Marks: 1) - Please choose one

The curve is always contained within the _____ of the control points

Tangents

Convex Hull (Page 340)

Subdivision

None of Above **final term**

Question No: 6 of 10 (Marks: 1) - Please choose one

_____ OpenGL function is used for aiming and positioning the camera towards the object

glLoadIdentity()

gluLookAt() (Page 374) **final term**

glFrustum()

None of Above

Question No: 7 of 10 (Marks: 1) - Please choose one

Bezier curve can represent the more complex piecewise _____ curve.

Polynomial (Page 338)

Exponential

Cubic

None of above

final term

Question No: 8 of 10 (Marks: 1) - Please choose one

Perspective projection is specified with the function glFrustum().

Yes (Page 376)

No

final term

Question No: 9 of 10 (Marks: 1) - Please choose one

Line connecting any two points within a polygon does not intersect any edge, then it will be a _____ polygon.

Convex (Page 79)

Concave

Complex

None of the given

Question No: 10 of 10 (Marks: 1) - Please choose one

The _____ tests are performed for the midpoints between pixels near the circle path at each sampling step.

Parabola function

Eclipse function

Circle function (Page 62)

Line function

Question No: 1 of 10 (Marks: 1) - Please choose one

actual filling process in boundary filling algorithm begins when a point _____ of the figure is selected.

Outside the boundary

Inside the boundary (Page 102) rep

At boundary

None of the given

Question No: 2 of 10 (Marks: 1) - Please choose one

Each hyperbola consists of two _____ .

Vertices

Nodes

Branches (Page 70)

Points

Question No: 3 of 10 (Marks: 1) - Please choose one

Rotating a point requires

The coordinates for the point

The rotation angles

Both of above (Page 180)

None of given

Question No: 4 of 10 (Marks: 1) - Please choose one

Vectors can be multiplied in a way

Dot product

Cross product

Both of above (page 176)

None of given

Question No: 5 of 10 (Marks: 1) - Please choose one

Shortcoming of Sutherland-Hodgeman Algorithm is concave polygons may be displayed with extensors lines

True (Page 244)

False

Question No: 6 of 10 (Marks: 1) - Please choose one

The process of subdivision an entity or surface into one or more non-overlapping primitives.

Rendering

Modeling

Meshing

None of above (page 259)

Question No: 7 of 10(Marks: 1) - Please choose one

In Trivial acceptance/reject test there are four bits of nine regions, Bit 4 represents condition _____.

Outside half plane of left edge, to the left of left edge $X < X_{min}$ (Page 143)

Outside half plane of right edge, to the right of right edge $X > X_{max}$

Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$

Outside half plane of top edge, above top edge $Y > Y_{max}$

Question No: 8 of 10 (Marks: 1) - Please choose one

In Trivial acceptance/reject test there are four bits of nine regions, Bit 2 represents condition _____.

Outside half plane of left edge, to the left of left edge $X < X_{min}$

Outside half plane of right edge, to the right of right edge $X > X_{max}$

Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$ (page 143)

Outside half plane of top edge, above top edge $Y > Y_{max}$

Question No: 9 of 10 (Marks: 1) - Please choose one

_____ is the process of describing an object or scene so that we can construct an image of it

Rendering

Modeling (Page 164)

Meshing

None of above

Question No: 10 of 10 (Marks: 1) - Please choose one

Sutherland-Hodgeman clipping algorithm clips any polygon against a concave clip polygon

True

False (Page 244)

Question No: 1 of 10 (Marks: 1) - Please choose one

Process of moving points in space is called

Rendering

Modeling

Meshing

None of above (Page 259)

Question No:2 of 10 (Marks: 1) - Please choose one

When scaling factor S_x and S_y are assigned the same value, _____ scaling is produced that maintains relative object proportions.

Uniform (page 121)

Unequal

Multiform

Equal

Question No: 3 of 10 (Marks: 1) - Please choose one

_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

Rotation

Translation

Reflection

Shear (Page 129)

Question No: 4 of 10 (Marks: 1) - Please choose one

Global coordinate systems can be defined with respect to local coordinate system

True

False (Page 163)

Question No: 1 of 10 (Marks: 1) - Please choose one

The given primitives are clipped to the boundaries of _____ and primitives lying outside are not drawn.

Clipping polygon

not included

Clipping circle

[Clipping rectangle \(Page 247\)](#)

Clipping Line

Question No: 5 of 10 (Marks: 1) - Please choose one

In 2D transformation, _____ can be achieved by rotating the object about 180 degrees.

Translation

Scaling

Shear

[Reflection \(page 191\)](#)

Question No: 6 of 10 (Marks: 1) - Please choose one

Discard a line with both endpoints outside clipping boundaries is called as

[Trivial reject \(Page 142\)](#)

Trivial accept

Total outside

Total inside

Question No: 7 of 10 (Marks: 1) - Please choose one

In _____ transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

Rotation

Reflection

[Shear click here for detail](#)

Scaling

Question No: 8 of 10 (Marks: 1) - Please choose one

Locations can be translated or "transformed" from one coordinate system to the other. Select correct option:

[True \(Page 163\)](#)

False

Question No: 9 of 10 (Marks: 1) - Please choose one

Geometric patterns that is repeated at ever smaller scales to produce irregular shapes and surfaces are called _____

Geometric patterns

Fractals (page 352)

Animated components

Segments

Question No: 10 of 10 (Marks: 1) - Please choose one
Bezier curve is tangent to the lines connecting _____.

First two points

Last two points

Fist two points and last two point (Page 340)

None of the given

Question No: 1 of 10 (Marks: 1) - Please choose one
Intensity of the electron beam is controlled by setting _____ levels on the control grid, a metal cylinder that fits over the cathode.

▶ Amplitude

▶ Current

▶ **Voltage (Page 26)**

▶ electron

Question No: 2 of 10 (Marks: 1) - Please choose one
Using Cohen-Sutherland line clipping, it is impossible for a vertex to be labeled 1111.

▶ **true**

▶ false

Question No: 3 of 10 (Marks: 1) - Please choose one
Shadow mask methods can display a _____ range of colours.

▶ Small

▶ **Wide (Page 29)**

▶ Random

▶ crazy

Question No: 4 of 10 (Marks: 1) - Please choose one

Which one of the following step is not involved to write pixel using video BIOS services.

- ▶ Setting desired video mode
- ▶ Using bios service to set color of a screen pixel
- ▶ Calling bios interrupt to execute the process of writing pixel.
- ▶ **Using OpenGL service to set color of a screen pixel (Page 45)**

Question No: 5 of 10 (Marks: 1) - Please choose one

Each number that makes up a matrix is called an _____ of the matrix.

▶ **Element (page 106)**

- ▶ Variable
- ▶ Value
- ▶ component

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(IEMS) Samundari**



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CS602 - Computer Graphics



Grand Quiz 2020 (Covid-19)

100% Correct Solve (Alhamdulillah)

BY Virtual Assistance Sonu Ilyas Mughal



Sindh, Pakistan



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CS602:Grand Quiz

Question # 1 of 30 (**Start time: 05:32:15 AM, 29 December 2020**)

----- is a point which makes the code simpler and all other points are taken from this point.

Select the correct option

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☐	Angle
☐	Line
☒	Pivot
☐	Pixel



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CS602:Grand Quiz

Quiz Start Time

Question # 2 of 30 (**Start time: 05:32:47 AM, 29 December 2020**)

Computer graphics applications can be found in almost all areas except -----.

Select the correct option

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☐	Medicine and Virtual Surgery
☐	Games
☒	Multi-threading
☐	Simulations



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CS602:Grand Quiz

Quiz

Question # 3 of 30 (**Start time: 05:33:11 AM, 29 December 2020**)

Twice the radius of circle is called as _____.

Select the correct option

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☐	Area
☒	Diameter
☐	2π Radian
☐	Circumference



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CS602:Grand Quiz

Quiz Start Time: (

Question # 4 of 30 (**Start time: 05:33:53 AM, 29 December 2020**)

_____ are the fundamental geometric entities within a given data structure.

Select the correct option

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Pixels



Points



Vectors



Primitives

Click to Save Answer &



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CS602:Grand Quiz

Quiz Start Time

Question # 5 of 30 (Start time: 05:34:18 AM, 29 December 2020)

Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

Select the correct option

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True



False





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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29

Question # 6 of 30 (Start time: 05:34:40 AM, 29 December 2020)

In _____ polygon filling technique, the filling is done from interior point towards boundary.

Select the correct option

☐	Scan-line
☒	Boundary
☐	Edge
☐	Simple

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Click to Save Answer & Move to Ne



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29 De

Question # 7 of 30 (Start time: 05:35:02 AM, 29 December 2020)

1

In right hand rule, Z is _____ beyond the origin and _____ behind it.

Select the correct option

☐	Positive, positive
☒	Negative, positive
☐	Positive, negative
☐	Negative, negative

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Click to Save Answer & Move to Next



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CS602:Grand Quiz

Quiz Start Time: 05:

Question # 8 of 30 (Start time: 05:35:24 AM, 29 December 2020)

Matrix addition can be done if two matrices have the same number of ____ and ____.

Select the correct option

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Columns, Transpose



Vectors, Rows



Dimension, Vectors



Rows, Columns

Click to Save Answer & M



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29

Question # 9 of 30 (Start time: 05:35:48 AM, 29 December 2020)

_____ of a matrix is a new matrix whose rows are the columns of the original.

Select the correct option

☐	Inverse
☐	Zero
☐	Vector
☒	Transpose

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Click to Save Answer & Move to Ne



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CS602:Grand Quiz

Quiz Start Time: 05

Question # 10 of 30 (Start time: 05:36:15 AM, 29 December 2020)

The angle a circle subtends from its center is equal to _____.

Select the correct option

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180°



270°



360°



90°

Click to Save Answer &



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CS602:Grand Quiz

Quiz Start Time: 05:

Question # 11 of 30 (Start time: 05:36:39 AM, 29 December 2020)

In perspective projection, for correct view, _____ should pass through the middle of the screen.

Select the correct option

☐	X-axis	Sonu Ilyas Mughal
☐	Y-axis	
☒	Z-axis	
☐	X-axis and Y-axis	

Click to Save Answer & M



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 2

Question # 12 of 30 (Start time: 05:37:00 AM, 29 December 2020)

The width of the screen can be calculated as:

Select the correct option

- | | | |
|----------------------------------|---|-------------------|
| ☐ | $w = \text{aspect} \sin(\text{fov}) / \cos(\text{fov})$ | Sonu Ilyas Mughal |
| ☒ | $w = \text{aspect} \cos(\text{fov}) / \sin(\text{fov})$ | |
| ☐ | $w = \text{height} * \text{aspect} \cos(\text{fov})$ | |
| ☐ | $w = \text{height} / \sin(\text{fov})$ | |

Click to Save Answer & Move to



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CS602:Grand Quiz

Quiz Start Time: 05:32

Question # 13 of 30 (**Start time: 05:37:53 AM, 29 December 2020**)

In translation every point on the object is translated by the _____.

Select the correct option

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Same amount



Force



90 degrees



Right angle

Click to Save Answer & Mo



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM

Question # 14 of 30 (Start time: 05:38:19 AM, 29 December 2020)

_____ algorithm make calculations for an octant of a circle area and draw the whole circle.

Select the correct option

☐	Cartesian Coordinates
☐	SlopeCircle
☐	ASCII Values
☒	Polar Coordinates

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Click to Save Answer & Move t



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29 December 2020

Question # 15 of 30 (Start time: 05:38:44 AM, 29 December 2020)

Total Marks: 1

This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

Select the correct option

☐	Axonometric Parallel Projection	//
☐	Oblique Parallel Projection	//
☒	Orthographic Parallel Projection	//
☐	Oblique Projection	//

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Click to Save Answer & Move to Next Question



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29 December

Question # 16 of 30 (Start time: 05:39:09 AM, 29 December 2020)

Total M

The mirror image for a 2D reflection is generated by rotating the object _____ about the reflection axis.

Select the correct option

☐	360°
☒	180°
☐	190°
☐	120°

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Click to Save Answer & Move to Next Quest



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CS602:Grand Quiz

Quiz Start Time: 05:32

Question # 17 of 30 (Start time: 05:39:29 AM, 29 December 2020)

The ordering of vertices goes _____ in a triangle.

Select the correct option

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Top to bottom



Bottom to top



Clockwise



Counter-clockwise

Click to Save Answer & Mo



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CS602:Grand Quiz

Question # 18 of 30 (**Start time: 05:39:51 AM, 29 December 2020**)

In mode 3, each pixel occupies _____ bit/bits in VDU memory.

Select the correct option

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- | | |
|----------------------------------|---------|
| ☐ | 3 bytes |
| ☐ | 4 bytes |
| ☒ | 2 bytes |
| ☐ | 6 bytes |



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CS602:Grand Quiz

Quiz St

Question # 19 of 30 (**Start time: 05:40:14 AM, 29 December 2020**)

Translation moves objects without _____.

Select the correct option

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- | | |
|----------------------------------|----------------------|
| ☐ | Scaling |
| ☐ | Rotation |
| ☒ | Deformation |
| ☐ | Scaling and Rotation |



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CS602:Grand Quiz

Quiz Start Time: 05:32

Question # 20 of 30 (Start time: 05:40:36 AM, 29 December 2020)

_____ projections are orthographic projections in which the direction of projection is not parallel to any of the three principal axes.

Select the correct option

☒	Axonometric
☐	Perspective
☐	Oblique
☐	Multiview

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Click to Save Answer & Mo



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CS602:Grand Quiz

Quiz Start Time: |

Question # 21 of 30 (**Start time: 05:41:00 AM, 29 December 2020**)

Drawing a _____ triangle, we add only two parts to the flat triangle routine.

Select the correct option

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☐	Flat
☐	Textured
☒	Gouraud
☐	Environmental



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Quiz Start Time: 05:32 AM

Question # 22 of 30 (Start time: 05:41:23 AM, 29 December 2020)

_____ was first person who studied the ellipse.

Select the correct option

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Menaechmus



Apollonius



Einstein



Archimedes

Click to Save Answer & Move



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CS602:Grand Quiz

Quiz Start Time: 05:32

Question # 23 of 30 (Start time: 05:41:48 AM, 29 December 2020)

_____ is the set of points that are equidistant from its origin.

Select the correct option

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Line



Parabola



Circle



Ellipse

Click to Save Answer & Mo



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CS602:Grand Quiz

Quiz Start Time

Question # 24 of 30 (**Start time: 05:42:14 AM, 29 December 2020**)

Three or more points that lie on the same line are called _____.

Select the correct option

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☐	Singular
☒	Collinear
☐	Line slop
☐	Line slop and Singular



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CS602:Grand Quiz

Quiz Start Time: 05:32

Question # 25 of 30 (Start time: 05:42:35 AM, 29 December 2020)

Monochrome adapter can display _____.

Select the correct option

☐	Only Games	Sonu Ilyas Mughal
☐	Text and Graphics	
☐	Only Graphics	
☒	Only Text	

Click to Save Answer & Mo



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CS602:Grand Quiz

Quiz Start Time: 0

Question # 26 of 30 (Start time: 05:42:58 AM, 29 December 2020)

The process of moving the points so that the POV is at the origin looking down the +Y axis is called normalization.

Z

Select the correct option

☐	True	Sonu Ilyas Mughal
☒	False	

Click to Save Answer &



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29 Dec

Question # 27 of 30 (Start time: 05:43:23 AM, 29 December 2020)

T

Both Boundary Filling and Flood filling algorithms are non-recursive techniques.

both are recursive algorithms

Select the correct option

☐	True
☒	False ✓

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Click to Save Answer & Move to Next



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 2

Question # 28 of 30 (Start time: 05:43:45 AM, 29 December 2020)

In Sutherland and Hodgman's polygon clipping algorithm, what will be saved for wholly inside visible region.

Select the correct option

☐	Intersection
☒	Endpoint
☐	Intersection and endpoint
☐	Nothing will be saved

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Click to Save Answer & Move to



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM, 29 Dec

Question # 29 of 30 (Start time: 05:44:09 AM, 29 December 2020)

To

In Raster-Scan System, electron beam draws a line from left to right and then back to left end to draw next line, this effect is known as_____.

Select the correct option

☐	Vertical Retrace
☒	Horizontal Retrace
☐	Interlaced
☐	Non-Interlaced

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Click to Save Answer & Move to Next Q



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CS602:Grand Quiz

Quiz Start Time: 05:32 AM,

Question # 30 of 30 (Start time: 05:44:37 AM, 29 December 2020)

In _____ projection, the direction of projection makes equal angles with all the three principal axis.

Select the correct option

☒	Isometric	Sonu Ilyas Mughal
☐	Diametric	
☐	Trimetric	
☐	Tetrametric	



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- 2) Written Lectures (pdf)
- 3) Recorded Videos
- 4) Topic wise Notes
- 5) Short QA Solved
- 6) MCQs Solved
- 7) Solved Past and Current paper
- 8) Solved Graded Activities (Assignment Quiz GDB)

Activity
Detailed
Information

Project Enrolment Complete training with Live classes on Zoom

- 1) SRS (Software Requirements Specification)
- 2) DD (Design Document)
- 3) Test phase
 - a) Test phase viva (Live Classes for viva preparation)
- 4) Final Deliverable
 - a) Final coding
 - b) Final presentation
 - c) Final report
 - d) Pre final viva (Coding Viva)
 - e) Final viva (Overall Presentation)

*First See Our Result
Than Join Us!*

Subjects Enrolment

- 1) Lecture live on Zoom
- 2) Written Lectures (pdf)
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- 4) Topic wise Notes
- 5) Short QA Solved
- 6) MCQs Solved
- 7) Solved Past and Current paper
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Activity
Detailed
Information

Project Enrolment Complete training with Live classes on Zoom

- 1) SRS (Software Requirements Specification)
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 - e) Final viva (Overall Presentation)

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Grand Quiz Spring 2021

Subject Code CS602 lecture 1 to 22

Solved By Riz Mughal



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Dear Viewers:

I'm providing 100% correct quiz solution. You can visit my YouTube channel and get more information about all other subjects' quizzes and final year project (CS619).

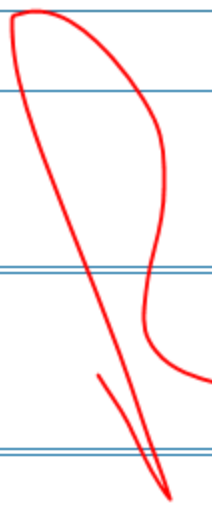
RIZ MUGHAL (SQA ENGINEER)

CS602:Grand Quiz

Question # 1 of 30 (Start time: 09:14:01 AM, 29 June 2021)

The parametric equation of a line can be:

Select the correct option

- | | |
|----------------------------------|--------------------------|
| ☒ | $P = p_1 + k(p_2 - p_1)$ |
| ☐ | $P = p_1 + k(p_1 * p_2)$ |
| ☐ | $P = p_1 + k(p_2)$ |
| ☐ | $P = p_1 p_2 + k(p_1)$ |
- 

CS602:Grand Quiz

Question # 2 of 30 (**Start time: 09:14:24 AM, 29 June 2021**)

For two matrices to be equal, they must have same _____ and corresponding elements.

Select the correct option

☒	Dimensions
☐	Name
☐	Inverse
☐	Directions

CS602:Grand Quiz

Question # 3 of 30 (Start time: 09:14:40 AM, 29 June 2021)

The shape of circle is _____ in each quadrant.

Select the correct option

☐	Diffused
☐	Different
☐	Variable
☒	Similar



CS602:Grand Quiz

Question # 4 of 30 (Start time: 09:14:57 AM, 29 June 2021)

If $|m| > 1$, then "incremental line algorithm" will _____ by 1 in $y = mx + b$ till it reaches ending point.

Select the correct option

☐	Increment x
☐	Decrement x
☐	Decrement y
☒	Increment y



CS602:Grand Quiz

Question # 5 of 30 (Start time: 09:15:16 AM, 29 June 2021)

_____ is the flurry of bright dots that can appear anywhere on the screen.

Select the correct option

☐	Phosphor
☐	Flicker
☐	EGA
☒	Snow

Question # 6 of 30 (Start time: 09:15:32 AM, 29 June 2021)

Total Marks:

A straight line can be moved to another location by applying _____ to each of the line endpoints and redrawing the line between the new coordinates.

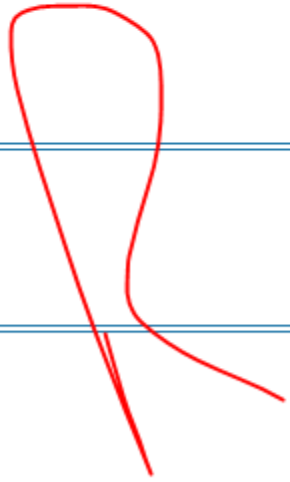
Select the correct option

- | | |
|----------------------------------|----------------|
| ☐ | Scaling factor |
| ☐ | Rotation |
| ☒ | Translation |
| ☐ | Reflection |

Question # 7 of 30 (Start time: 09:16:15 AM, 29 June 2021)

In Sutherland and Hodgman's polygon clipping algorithm, what will be saved for exiting visible region.

Select the correct option

- | | |
|----------------------------------|---------------------------|
| ☐ | Nothing will be saved |
| ☐ | Intersection and endpoint |
| ☐ | Endpoint |
| ☒ | Intersection |
- 

CS602:Grand Quiz

Question # 8 of 30 (**Start time: 09:16:44 AM, 29 June 2021**)

Computer Graphics are used in _____.

Select the correct option

☐	Simulations
☐	Game development
☐	Movies development
☒	All of the given



CS602:Grand Quiz

Question # 9 of 30 (Start time: 09:17:13 AM, 29 June 2021)

Both Boundary Filling and Flood filling algorithms are non-recursive techniques.

Select the correct option

☒	False
☐	True



CS602:Grand Quiz

Question # 10 of 30 (Start time: 09:17:36 AM, 29 June 2021)

Tomography is the technique used in _____.

Select the correct option

☐	Artis's paintbrush
☐	Pixel paint
☐	Entertainment
☒	X-rays photography



Question # 11 of 30 (Start time: 09:17:53 AM, 29 June 2021)

In Random-Scan system, graphics commands in application program are translated by _____ into display file.

Select the correct option

- | | |
|----------------------------------|-------------------|
| ☐ | Refresh processor |
| ☒ | Graphics package |
| ☐ | Curved outline |
| ☐ | Display processor |
- 

Question # 12 of 30 (Start time: 09:18:49 AM, 29 June 2021)

Both Boundary Filling and Flood filling algorithms are _____ as compared to scan line filling algorithm.

Select the correct option

☐	Better
☐	Almost same
☒	Worse
☐	Good

Question # 13 of 30 (Start time: 09:19:04 AM, 29 June 2021)

In Weiler-Atherton polygon clipping, what will be followed for clockwise processing of inside to outside pair of vertices?

Select the correct option

- | | |
|----------------------------------|---|
| ☐ | Line Edges |
| ☐ | Polygon boundary |
| ☒ | Window boundary in clockwise direction |
| ☐ | Window boundary in anti-clockwise direction |

CS602:Grand Quiz

Question # 14 of 30 (Start time: 09:19:25 AM, 29 June 2021)

The mirror image for a 2D reflection is generated by rotating the object _____ about the reflection axis.

Select the correct option

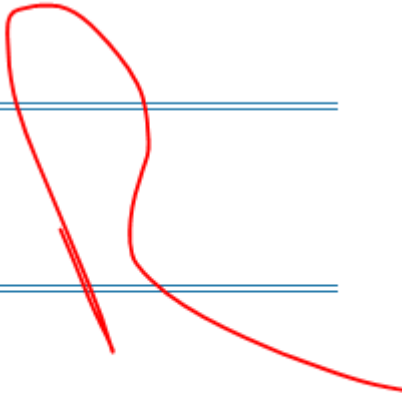
☐	360°
☒	180°
☐	120°
☐	190°

CS602:Grand Quiz

Question # 15 of 30 (**Start time: 09:19:55 AM, 29 June 2021**)

In mode 3, each pixel occupies _____ bit/bits in VDU memory.

Select the correct option

- | | |
|----------------------------------|---------|
| ☐ | 4 bytes |
| ☐ | 3 bytes |
| ☒ | 2 bytes |
| ☐ | 6 bytes |
- 

CS602:Grand Quiz

Question # 16 of 30 (Start time: 09:20:09 AM, 29 June 2021)

Graphic images on the screen are built up from tiny dots called_____.

Select the correct option

☐	Pixdot
☒	Picture elements
☐	Snow
☐	Resolution

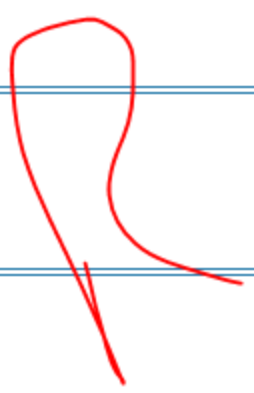
CS602:Grand Quiz

Question # 17 of 30 (Start time: 09:20:24 AM, 29 June 2021)

Three or more points that lie on the same line are called _____.

Select the correct option

☐	Line slop
☐	Singular
☐	Line slop and Singular
☒	Collinear



CS602:Grand Quiz

Question # 18 of 30 (Start time: 09:20:40 AM, 29 June 2021)

The line passing through the vertex and parabola is called -----.

Select the correct option

☒	Axis
☐	Edge
☐	Point
☐	Foci

R

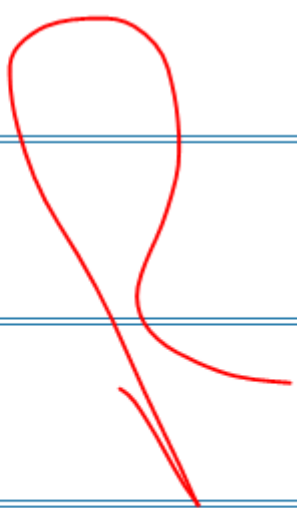
CS602:Grand Quiz

Question # 19 of 30 (**Start time: 09:20:58 AM, 29 June 2021**)

The term "Computer Graphics" was coined in 1960 by -----.

Select the correct option

☒	William Fetter
☐	Anna Fetter
☐	Charles Babbage
☐	Martin Cooper



CS602:Grand Quiz

Question # 20 of 30 (**Start time: 09:21:12 AM, 29 June 2021**)

_____ was first person who studied the ellipse.

Select the correct option

☐	Apollonius
☐	Archimedes
☐	Einstein
☒	Menaechmus



CS602:Grand Quiz

Question # 21 of 30 (Start time: 09:21:33 AM, 29 June 2021)

Bresenham's algorithm finds the closest integer coordinates to the actual line, using only _____.

Select the correct option

- | | |
|----------------------------------|----------------------|
| ☐ | Step = $ dx + dy $ |
| ☒ | Integer math |
| ☐ | Floating Point |
| ☐ | Step = $ dx $ |

CS602:Grand Quiz

Question # 22 of 30 (Start time: 09:22:19 AM, 29 June 2021)

The direction of projection is _____ to the view plane in orthographic projections.

Select the correct option

☐	Parallel
☐	Angular
☐	Absent
☒	Perpendicular



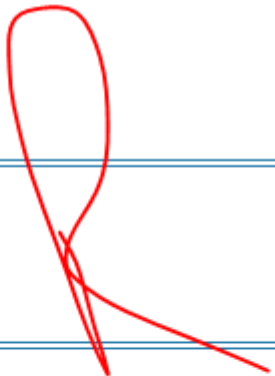
CS602:Grand Quiz

Question # 23 of 30 (Start time: 09:22:35 AM, 29 June 2021)

The perimeter of a circle is called the _____.

Select the correct option

☒	Circumference
☐	Radius
☐	Volume
☐	Diameter



CS602:Grand Quiz

Question # 24 of 30 (**Start time: 09:22:58 AM, 29 June 2021**)

Hercules adapter can display_____.

Select the correct option

☒	Text and Graphics
☐	Only Games
☐	Only Text
☐	Only Graphics

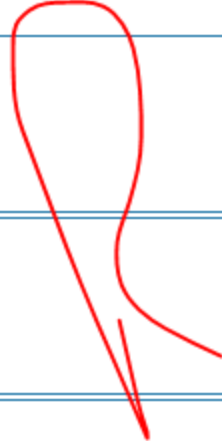
CS602:Grand Quiz

Question # 25 of 30 (Start time: 09:23:21 AM, 29 June 2021)

Original shape of an object is not preserved in _____ scaling.

Select the correct option

☐	Scalar
☒	Differential
☐	Uniform
☐	Complex



Question # 26 of 30 (Start time: 09:23:37 AM, 29 June 2021)

In _____ projection, lines which are perpendicular to the projection plane are projected at $\frac{1}{2}$ length.

Select the correct option

☒	Cabinet
☐	Orthographic
☐	Cavalier
☐	Perspective



CS602:Grand Quiz

Question # 27 of 30 (Start time: 09:23:53 AM, 29 June 2021)

In midpoint circle drawing function, if $f_{\text{circle}}(x, y) > 0$, then (x, y) point lies _____ circle boundary.

Select the correct option

☐	Outside
☒	On
☐	Inside

CS602:Grand Quiz

Question # 28 of 30 (Start time: 09:24:10 AM, 29 June 2021)

Triangle _____ are a list of triangles that all share a common point.

Select the correct option

☐	Strips
☐	Vertices
☒	Fans
☐	Edges

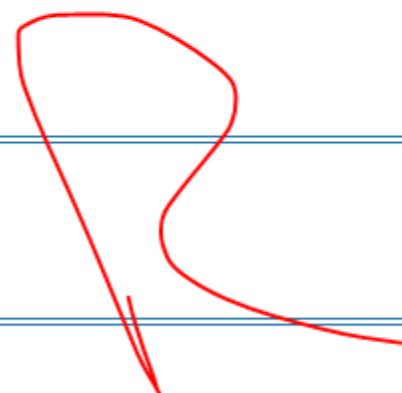
CS602:Grand Quiz

Question # 29 of 30 (Start time: 09:24:26 AM, 29 June 2021)

_____ is a process of moving a point in space in a non-linear manner.

Select the correct option

☐	Transformation
☒	Rotation
☐	Translation
☐	Shear



CS602:Grand Quiz

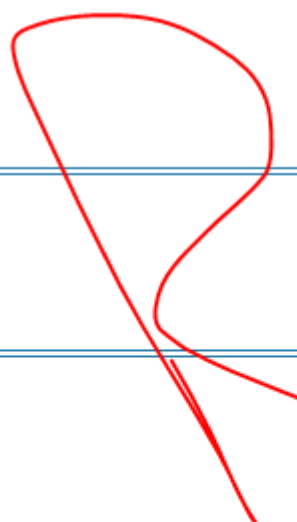
Question # 30 of 30 (Start time: 09:24:42 AM, 29 June 2021)

What will be the distance between two points where $p1=(2,4,6)$ and $p2=(4,6,7)$.

The distance between two points $p1$ and $p2$ is $\sqrt{((4-2)^2+(6-4)^2+(7-6)^2)} = \sqrt{(4+4+1)} = \sqrt{9} = 3$.

Select the correct option

☐	5
☐	4
☐	9
☒	3





Thank you for watching

Please share it with your friends 😊

RIZ MUGHAL (SQA ENGINEER)





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Interlacing the horizontal refresh -----

Answer (Please select your correct option)

- ☐ Is no longer used in any system
- ☐ Is necessary because of the shape of the rods in the human eye
- ☐ Is distracting and can cause eye fatigue
- ☐ Fools the human eye into thinking the horizontal refresh rate is faster

Correct answer solve by hadi

More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



It is safe to assume that all raster-type monitors can accept the same input

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



Both Boundary Filling and Flood filling algorithms are non-recursive techniques,

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



When defining a mesh of triangles that define the boundary of a solid, you set it up so that all of the triangles along the skin are ordered _____ when viewed from the outside.

Answer (Please select your correct option)

☐ Perpendicular

☐ Parallel

☐ Clockwise

☐ Anticlockwise

page: 262

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



We can not explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

False



True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



A -----is the set of all points (x, y) that are the same distance from the directrix and focus not on the directrix.

Answer (Please select your correct option)

Circle



Hyperbola



Parabola



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Rotating a point requires that you know the coordinates for the point, and also know the rotation angles.

Answer (Please select your correct option)

False



True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



The boundary-fill method requires the coordinates of _____.

Answer (Please select your correct option)

☐ Starting point



☐ Filling colour



☐ Boundary colour



☒ All of the given



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

Answer (Please select your correct option)

☐ None of the given

☐ Better

☒ Worse

☐ Almost same

Correct answer solve by hadi
More detail: usmanraj20
@gmail.com

Made By: Waqar Siddhu



Discard a line with both endpoints outside clipping boundaries is called as -----

Answer (Please select your correct option)



Trivial Reject

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Trivial Accept



None of the given



Total outside

Made By: Waqar Siddhu



Because clipping against one edge is independent of all others,so it is impossible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

True



False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



If the polygons are filled, line-clipping techniques are sufficient to clip it.

Answer (Please select your correct option)

True



False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



According to the architecture of raster graphics system, display processor memory will act as _____.

Answer (Please select your correct option)

☐ Video controller

☐ System memory

☒ Frame buffer

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

but reserved for the
frame buffer



In video text memory, _____ are used to display a character.

Answer (Please select your correct option)

- ☐ 2 bytes
- ☐ 4 bytes
- ☐ 8 bytes
- ☐ 16 bytes

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Various curve functions are useful in _____.

Answer (Please select your correct option)



Object modeling

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Graphics applications



All of the given



Animation path specifications



_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

Answer (Please select your correct option)

☐ Translation

☐ Reflection

☐ Shear

☐ Rotation

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



In _____ projection, lines which are perpendicular to the projection plane are projected at _____.

Answer (Please select your correct option)



Cabinet , 1/2 length

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

194



Cavalier , 1/2 length



Cabinet , No change in length



Cavalier , No change in length

Made By: Waqar Siddhu



This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

Answer (Please select your correct option)



Axonometric Parallel Projection



Oblique Parallel Projection



Orthographic Parallel Projection

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



None of the given

Made By: Waqar Siddhu



First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)



Rotate



Render

page:211

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Redraw



None of the given



Computer Graphics are used in _____.

Answer (Please select your correct option)



Game development



Movies development



Simulations



All of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Monochrome Adapter (MA) is a single color adapter

Answer (Please select your correct option)

True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False



Made By: Waqar Siddhu



We can explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True





The last column of an affine transform matrix does not affect vectors.

Answer (Please select your correct option)

True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False



Made By: Waqar Siddhu



Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



$(x^2/a^2) - (y^2/b^2) = 1$ is an equation of _____.

Answer (Please select your correct option)



Circle



Parabola



Hyperbola



Ellipse

page: 70

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



There are _____ basic types of polygon.

Answer (Please select your correct option)

☐ 2

☐ 3

☐ 4

☐ 10

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



_____ polygons are basically concave polygons that may have self-intersecting edges.

Answer (Please select your correct option)



Complex

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



None of the given



Hybrid



Convex

Made By: Waqar Siddhu



The actual filling process in boundary filling algorithm begins when a point _____ of the figure is selected.

Answer (Please select your correct option)

☐ Outside the boundary

☐ Inside the boundary

☐ At boundary

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

In Trivial acceptance/reject test there are four bits of nine regions, Bit1 represents condition _____.

note: if bit 3 then
open 2 and if bit 4
then option 1 and if
bit 2 then open 3.

Answer (Please select your correct option)

☐ Outside half plane of left edge, to the left of left edge $X < X_{min}$

☐ Outside half plane of right edge, to the right of right edge $X > X_{max}$

☐ Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$

☐ Outside half plane of top edge, above top edge $Y > Y_{max}$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Polygons consisting of _____ can cause problems when rendering.

Answer (Please select your correct option)



Non-co-planar vertices

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Co-planar vertices



On any vertex



None of the given

The homogeneous coordinates for 3D translation can be expressed as _____.

Answer (Please select your correct option)

☐ None of the given

☐ $P' = T (tx, tx, tx) + P$

☐ $P' = T (0, 0, 0) + P$

☐ $P' = T (tx, ty, tz) \cdot P$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



_____ is the tendency of the text to flash as it moves up or down.

Answer (Please select your correct option)



Flickering

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Snow



Distortion



None of the given



_____ is the flurry of bright dots that can appear anywhere on the screen.

Answer (Please select your correct option)

☐ Flickering

☐ Snow effect

☐ Distortion

☐ None of the given

page: 38

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



In video text memory, _____ are used to display a character.

Answer (Please select your correct option)

- ☐ 2 bytes
 - ☐ 4 bytes
 - ☐ 8 bytes
 - ☐ 16 bytes
- Correct answer solve by hadi
More detail: usmanraj20@gmail.com



In _____ algorithm, old color must be read before it is invoked.

Answer (Please select your correct option)



Scan line filling



Flood fill

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Both scan line and flood fill



None of the given



In _____ transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

Answer (Please select your correct option)



Rotation



Reflection



Shear



None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



The dot product of two vectors A and B is _____, iff the angle between them is less than 90 or greater than 270 degrees.

Answer (Please select your correct option)

☐ Greater than zero (0)

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

☐ Less than zero (0)

☐ Equal to Zero (0)

☐ None of the given



In _____ projection, all lines perpendicular to the projection plane are projected with no change in length.

Answer (Please select your correct option)

☐ Cavalier and Cabinet

☐ Cabinet

☐ Cavalier

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)

☐ Rotate

☐ Render

☐ Redraw

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



If the value of scaling factors S_x and S_y is greater than 1, then size of objects will be _____.

Answer (Please select your correct option)



Reduced



Enlarged

$x > 1$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Remain same



None of the given

Made By: Waqar Siddhu

Interlacing the horizontal refresh -----

Answer (Please select your correct option)

- ☐ Is no longer used in any system
- ☐ Is necessary because of the shape of the rods in the human eye
- ☐ Is distracting and can cause eye fatigue
- ☐ Fools the human eye into thinking the horizontal refresh rate is faster

Correct answer solve by hadi

More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



It is safe to assume that all raster-type monitors can accept the same input

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



Both Boundary Filling and Flood filling algorithms are non-recursive techniques,

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



When defining a mesh of triangles that define the boundary of a solid, you set it up so that all of the triangles along the skin are ordered _____ when viewed from the outside.

Answer (Please select your correct option)

☐ Perpendicular

☐ Parallel

☐ Clockwise

☐ Anticlockwise

page: 262

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



We can not explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

False



True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



A -----is the set of all points (x, y) that are the same distance from the directrix and focus not on the directrix.

Answer (Please select your correct option)

Circle



Hyperbola



Parabola



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Rotating a point requires that you know the coordinates for the point, and also know the rotation angles.

Answer (Please select your correct option)

False



True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



The boundary-fill method requires the coordinates of _____.

Answer (Please select your correct option)



Starting point



Filling colour



Boundary colour



All of the given



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

Answer (Please select your correct option)

☐ None of the given

☐ Better

☒ Worse

☐ Almost same

Correct answer solve by hadi
More detail: usmanraj20
@gmail.com

Made By: Waqar Siddhu



Discard a line with both endpoints outside clipping boundaries is called as -----

Answer (Please select your correct option)



Trivial Reject

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Trivial Accept



None of the given



Total outside

Made By: Waqar Siddhu



Because clipping against one edge is independent of all others,so it is impossible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

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False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



If the polygons are filled, line-clipping techniques are sufficient to clip it.

Answer (Please select your correct option)

True



False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



According to the architecture of raster graphics system, display processor memory will act as _____.

Answer (Please select your correct option)

☐ Video controller

☐ System memory

☒ Frame buffer

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

but reserved for the
frame buffer



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 - ☐ 4 bytes
 - ☐ 8 bytes
 - ☐ 16 bytes
- Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Various curve functions are useful in _____.

Answer (Please select your correct option)

☐ Object modeling

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

☐ Graphics applications

☒ All of the given



☐ Animation path specifications



_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

Answer (Please select your correct option)



Translation



Reflection



Shear

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Rotation

Made By: Waqar Siddhu



In _____ projection, lines which are perpendicular to the projection plane are projected at _____.

Answer (Please select your correct option)

☐

Cabinet , 1/2 length

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

194

☐

Cavalier , 1/2 length

☐

Cabinet , No change in length

☐

Cavalier , No change in length

Made By: Waqar Siddhu



This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

Answer (Please select your correct option)



Axonometric Parallel Projection



Oblique Parallel Projection



Orthographic Parallel Projection

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



None of the given



First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)



Rotate



Render

page:211

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Redraw



None of the given



Computer Graphics are used in _____.

Answer (Please select your correct option)



Game development



Movies development



Simulations



All of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Monochrome Adapter (MA) is a single color adapter

Answer (Please select your correct option)

True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False



Made By: Waqar Siddhu



We can explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



The last column of an affine transform matrix does not affect vectors.

Answer (Please select your correct option)

True



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False



Made By: Waqar Siddhu



Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

Answer (Please select your correct option)

False



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True



Made By: Waqar Siddhu



$(x^2/a^2) - (y^2/b^2) = 1$ is an equation of _____.

Answer (Please select your correct option)

☐ Circle

☐ Parabola

☐ Hyperbola

☐ Ellipse

page: 70

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



There are _____ basic types of polygon.

Answer (Please select your correct option)

☐ 2

☐ 3

☐ 4

☐ 10

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



_____ polygons are basically concave polygons that may have self-intersecting edges.

Answer (Please select your correct option)



Complex

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



None of the given



Hybrid



Convex

Made By: Waqar Siddhu



The actual filling process in boundary filling algorithm begins when a point _____ of the figure is selected.

Answer (Please select your correct option)

☐ Outside the boundary

☐ Inside the boundary

☐ At boundary

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

In Trivial acceptance/reject test there are four bits of nine regions, Bit1 represents condition _____.

note: if bit 3 then
open 2 and if bit 4
then option 1 and if
bit 2bit then open 3.

Answer (Please select your correct option)

☐ Outside half plane of left edge, to the left of left edge $X < X_{min}$

☐ Outside half plane of right edge, to the right of right edge $X > X_{max}$

☐ Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$

☐ Outside half plane of top edge, above top edge $Y > Y_{max}$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



Polygons consisting of _____ can cause problems when rendering.

Answer (Please select your correct option)



Non-co-planar vertices

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Co-planar vertices



On any vertex



None of the given

The homogeneous coordinates for 3D translation can be expressed as _____.

Answer (Please select your correct option)

☐

None of the given

☐

$P' = T (tx, tx, tx) + P$

☐

$P' = T (0, 0, 0) + P$

☐

$P' = T (tx, ty, tz) . P$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



_____ is the tendency of the text to flash as it moves up or down.

Answer (Please select your correct option)



Flickering

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Snow



Distortion



None of the given



_____ is the flurry of bright dots that can appear anywhere on the screen.

Answer (Please select your correct option)



Flickering



Snow effect



Distortion



None of the given

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Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu



In video text memory, _____ are used to display a character.

Answer (Please select your correct option)

- ☐ 2 bytes
 - ☐ 4 bytes
 - ☐ 8 bytes
 - ☐ 16 bytes
- Correct answer solve by hadi
More detail: usmanraj20@gmail.com



In _____ algorithm, old color must be read before it is invoked.

Answer (Please select your correct option)

☐ Scan line filling

☐ Flood fill

☐ Both scan line and flood fill

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



In _____ transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

Answer (Please select your correct option)



Rotation



Reflection



Shear



None of the given

Correct answer solve by hadi
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The dot product of two vectors A and B is _____, iff the angle between them is less than 90 or greater than 270 degrees.

Answer (Please select your correct option)

☐ Greater than zero (0)

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

☐ Less than zero (0)

☐ Equal to Zero (0)

☐ None of the given



In _____ projection, all lines perpendicular to the projection plane are projected with no change in length.

Answer (Please select your correct option)

☐ Cavalier and Cabinet

☐ Cabinet

☐ Cavalier

☐ None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)



Rotate



Render

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Redraw



None of the given



If the value of scaling factors S_x and S_y is greater than 1, then size of objects will be _____.

Answer (Please select your correct option)



Reduced



Enlarged

$x > 1$

Correct answer solve by hadi
More detail: usmanraj20@gmail.com



Remain same



None of the given

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