

### 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**
- Points

Page No.80

## 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**
- Hybrid
- Convex
- Convex and Hybrid

Page No.79

## Question#4

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

- Hybrid, Complex
- Concave, Complex
- **Convex, Convex**
- Complex, Complex

Page No.79

## Question#5

There are \_\_\_\_\_ basic types of polygon.

- 2
- **3**
- 4
- 5

Page No.81

## 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.  $2 \times \text{Pi}$  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

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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  $X < X_{min}$

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

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

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

### Question

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

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

### Question

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$A \cdot B = |A| \cdot |B| \cdot \cos(\theta)$  where  $\theta$  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.

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- 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:

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- 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

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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)**

