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
   - o **True** **PG # 38**
   - o False
2. We can explain relationship between X, Y and Z coordinates using the left hand rule.
   - o **False**
   - o True
3. The last column of an affine transform matrix does not affect vectors.
   - o **True**
   - o False
4. Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.
   - o **False**
   - o True

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

   - Circle
   - Parabola
   - **Hyperbola** **PG # 70**
   - Ellipse

6. There are _____ basic types of polygon.

   - 2
   - **3** **PG # 81**
   - 4
   - 10

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

   - **Complex** **PG # 81**
   - None of the given
   - Hybrid
   - Convex

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

   - Outside the boundary
   - **Inside the boundary** **PG # 102**
   - At boundary
   - None of the given

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 < Xmin
- Outside half plane of right edge, to the right of right edge X > Xrnax
- Outside half plane of bottom edge, below bottom edge Y < Ymin
- **Outside half plane of top edge, above top edge Y > Ymax** **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 < Xmin
- Outside half plane of right edge, to the right of right edge X > Xmax
- **Outside half plane of bottom edge, below bottom edge Y < Ymin** **PG # 143**
- Outside half plane of top edge, above top edge Y > Ymax

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 < Xmin
- **Outside half plane of right edge, to the right of right edge X > Xmax** **PG # 143**
- Outside half plane of bottom edge, below bottom edge Y < Ymin
- Outside half plane of top edge, above top edge Y > Ymax

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 < Xmin** **PG # 143**
- Outside half plane of right edge, to the right of right edge X > Xmax
- Outside half plane of bottom edge, below bottom edge Y < Ymin
- Outside half plane of top edge, above top edge Y > Ymax

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

- **Non-co-planar vertices** **PG # 169**
- Co-planar vertices
- On any vertex
- None of the given

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) . P** **PG # 179**

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

- **Flickering** **PG # 38**
- Snow
- Distortion
- None of the given

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

- Flickering
- **Snow effect** **PG # 38**
- Distortion
- None of the given

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

- **2 bytes** **PG # 43**
- 4 bytes
- 8 bytes
- 16 bytes

18. 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

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

- Rotation
- Reflection
- **Shear** **Click Here For More Detail**
- None of the given

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)** **PG # 177**
- Less than zero (0)
- Equal to Zero (0)
- None of the given

21. 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

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

- Rotate
- **Render** **PG # 216**
- Redraw
- None of the given

23. 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

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** **PG # 102**
- True

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** **PG # 208**
- Anticlockwise

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 in 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** **PG # 69**
- Animation path specifications

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** **PG # 129**
- Rotation

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

- **Cabinet , 1/2 length** **PG # 199**
- Cavalier , 1/2 length
- Cabinet , No change in length
- Cavalier , No change in length

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** **PG # 194**
- None of the given

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** **PG # 70**
- Circle

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** **PG # 118**
- Reflection
- Scaling factor

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** **PG # 192**
- both translation and shearing

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 _____.

- **$P' = R(\Theta_1 + \Theta_2).P$** **PG # 124**
- $P' = (R(\Theta_1) - R(\Theta_2)).P$
- $P' = R(\Theta_1 \times \Theta_2).P$
- $P' = R(\Theta_1).P$

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** **PG # 79**
- Concave
- Complex
- Hybrid

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

- **Column vector** **PG # 107**
- Row vector
- Vector
- Unit vector

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** **PG # 150**
- Impossible
- sometimes impossible
- sometimes possible

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) - P
- P’ = T (tx, tx, tx) + P
- P’ = T (0, 0, 0) + P
- **P’ = T (tx, ty, tz) . 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** **PG # 191**
- Both Axis and plane

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

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