Virtual University	CS602- COMPUTE GRAPHICS (SOLVED MCQs) FROM MIDTERM PAPERS LECTURE (1-22)	Al Junaid Tech
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CS619 & CS519

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1. ---------- is a point which make the code simpler and all other point is taken from this point.

1. Angle
2. Line
3. Pivot
4. Pixel

2. Computer graphic application can be found in almost all is areas except

1. Medicine in virtual surgery
2. Games
3. Multi-threading
4. Simulation

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

1. Area
2. Diameter
3. 2*pi Radian
4. Circumference

4. ----------are the fundamental geometric entities within a given data structure.

1. Pixels
2. Points
3. Vectors
4. Primitives

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

1. True
2. False

6. In ---------- Polygon filling technique the filling is done from interior point towards boundary

1. Scan- line
2. Boundary
3. Edge
4. Simple

7. In right hand rule z------ is beyond the region and---------- behind it

1. Positive, positive
2. Negative, positive
3. Positive, negative
4. Negative, negative

8. matrix addition can be done if two matrices have the same number of ---------and----------

1. Column, Transpose
2. Vectors, Rows
3. Dimension, vectors
4. Rows, column

9.---------- of a matrix are the new matrix whose rows are the column of the original

1. Inverse
2. Zero
3. Vector
4. Transpose

10.In perspective ,projection, for correct for correct view……. Should pass through the middle of the screen

1. X-axis
2. Y-axis
3. Z-axis
4. X-axis-axis

11.In translation every point the object is translated by the

1. Same amount
2. 90 degree
3. Right angle
4. Force

12. ----------Algorithm make calculation for an octant of a circule area and draw the whole circule

1. Cartesian Coordinates
2. Slopecircule
3. ASCII values
4. Polar coordinates

13. This projection technique has the direction of projection perpendicular to the viewing direction is perpendicular to one of the principle faces

1. Axonometric parallel projection
2. Oblique parallel projection
3. Orthographic parallel projection
4. Oblique projection

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

1. 360 degree
2. 180 deg
3. 190 deg
4. 120 deg

15.The ordering of vertices goes ---------- in a triangle

1. Top bottom
2. Bottom to top
3. Clockwise
4. Counter-clockwise

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

1. 3 Bytes
2. 4 Bytes
3. 2 Bytes
4. 6 Bytes

17. Translation move objects without ----------

1. Scaling
2. Rotation
3. Deformation
4. Scaling and Rotation

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

1. Flat
2. Texture
3. Gouraud
4. Environments

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

1. Menaechums
2. Apollonius
3. Einstein
4. Archimedes

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

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

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

1. Singular
2. Collinear
3. Line slop
4. Line slop and singular

22. Monochrome adapter can display--------

1. Only Games
2. Text Grapics
3. Only Graphics
4. Only Text

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

Region

1. Intersection
2. Endpoint
3. Intersection and endpoint
4. Nothing will be saved

24. In Raster – scan system electron beam draw a line from left to right and then back to left end to draw next line this effect is known as----------

1. Vertical Retrace
2. Horizontal Retrace
3. Interlaced
4. Non-interlaced

25. In ---------- Projection the direction of projection make equal angles with all three principal axis

1. Isometric
2. Diametric
3. Trimetric
4. Tetrametic

26.Monochrome Adapter (MA) is a single color adapter——-

- **True** **PG # 38**
- False

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

- **False**
- True

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

- **True**
- False

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

- **False**
  True

30.(x^2 / a^2) - (y^2 / b^2) = 1 is an equation of_____.

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

31.There are_____basic types of polygon.

- 2
- **3** **PG # 81**
- 4
- 10 0304-1659294

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

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

33.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 give

34.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

35.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

36.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

37.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

38.Polygons consisting of_____can cause problems when rendering.

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

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

- None of the given 0304-1659294

- P’ = T (tx, tx, tx) + P
- P’ = T (0, 0, 0) + P
- **P’ = T (tx, ty, tz) . P** **PG # 179**

40._____is the tendency of the text to flash as it moves up or down.

- **Flickering** **PG # 38**
- Snow
- Distortion
- None of the given 0304-1659294

41._____is the flurry of bright dots that can appear anywhere on the screen.

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

42.In video text memory,_____are used to display a character.

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

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.In_____transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

- Rotation
- Reflection
- Shear AL-JUNAID INSTITUE OF GROUP
- None of the given

45.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

46.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

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

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

48.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

49.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**

50.It is safe to assume that all raster-type monitors can accept the

same input

- False AL-JUNAID INSTITUE OF GROUP
- True

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

- **False** **PG # 102**
- True 0304-1659294

52.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

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

- False
- **True**

54.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**

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

- False
- **True** **PG # 180**

56.The boundary-fill method requires the coordinates of__.

- Starting point
- Filling colour
- Boundary colour
- **All of the given** **PG # 102**

57.Both Boundary Filling and Flood filling algorithms are__than scan line filling
algorithm.

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

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

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

59.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**

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

- True AL-JUNAID INSTITUE OF GROUP
- **False** **PG # 248**

61.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

62.Various curve functions are useful in_____.

- Object modeling
- Graphics applications
- **All of the given** **PG # 69**
- Animation path specifications

63._____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

65.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

66.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

67.Computer Graphics are used in_____.

- Game development
- Movies development AL-JUNAID INSTITUE OF GROUP
- Simulations
- **All of the given** **PG # 6**

68.(x^2 / a^2) + (y^2 / b^2) = 1 is an equation of__.

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

69.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

70.Boundary Filling Algorithm cannot work for_____polygons.

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

71.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**

72.For modifying object shapes,_____transformations can be used.

- Rotation
- Translation
- **Shearing** **PG # 192**
- both translation and shearing

73.The boundary-fill method requires_____.

- Coordinates of starting point
- Filling colour 0304-1659294

- Boundary colour
- **All of the given** **PG # 102**

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

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

76.We can draw 8 points corresponding to each (x. y) point in drawing_____algorithm.

- Triangle
- Parabola AL-JUNAID INSTITUE OF GROUP
- **Circle**
- Hyperbola

77.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

78. A column matrix is also known as____. (Choose best suitable answer)

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

79.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

80.We can explain relationship between X. Y and Z coordinates using___.

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

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

.o P’ = T (0, 0, 0) - P

- P’ = T (tx, tx, tx) + P

- o P’ = T (0, 0, 0) + P
- **P’ = T (tx, ty, tz) . P** **PG # 179**

82.A___system (or frame) is an affine, euclidean vector space.

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

83.A three-dimensional reflection can be performed relative to a selected reflection_---------.

- Point
- Plane
- **Axis** **PG # 191**
- Both Axis and plane

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