NEW

2016

BCA

6th Semester Examination

COMPUTER GRAPHICS & MULTIMEDIA LAB

PAPER—3294 (SET – 2)

Full Marks : 100

Time : 3 Hours

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.
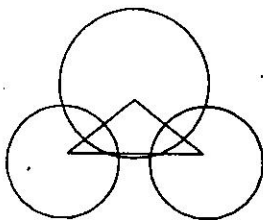
Illustrate the answers wherever necessary.
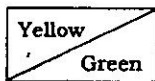
Answer any *one* question :   1×40

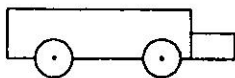1. Write a program to generate a polygon using generalized Bresenham's algorithm.

2. Generate the below figure using Bresenham's circle generation algorithm and any standard line drawing algorithm :

3. Fill the below figure using any standard filling algorithm :
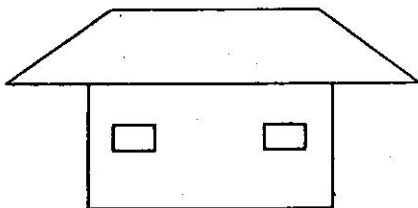

4. Generate the following figure :

5. Write a program to implement any line clipping algorithm.

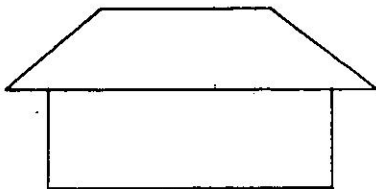6. Write a program to fill a rectangle using any standard filling algorithm.

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7. Write a program to draw the following figure using any line drawing algorithm :
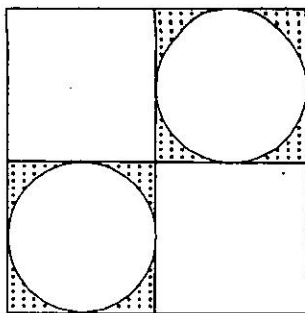

8. Write a program to draw the following figure using any line drawing algorithm :

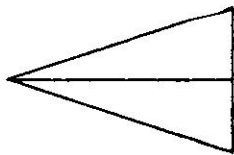**9.** Write a program to draw the following figure using DDA line drawing algorithm :

(Turn Over)

10. Write a program to draw the following figure given below :

11. Write a program to translate a triangle.

12. Write a program to draw the following figure using any standard line drawing algorithm :

VIVA : 20

Practical Note Book : 10

[Internal Assessment : 30]

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