

NEW

2017

BCA

6th Semester Examination

COMPUTER GRAPHICS & MULTIMEDIA LAB

PAPER—3294 (SET-2)

(PRACTICAL)

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.

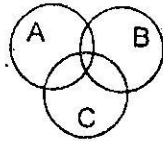
Answer any one question : 1×40

1. Write a program to fill the figure given below, with appropriate colours :

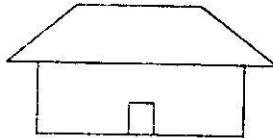
White	Blue
Cyan	Red

(Turn Over)

2. Write a program to draw a equilateral triangle with a given side.
3. Draw the following figure using any circle drawing algorithm :

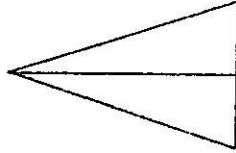


4. Write a program to implement 2D scaling of a rectangle with respect to origin.
5. Write a program to draw the following figure using any line drawing algorithm :

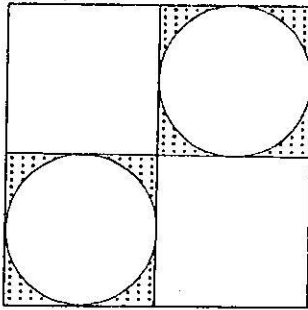


6. Write a program to translate a rectangle.

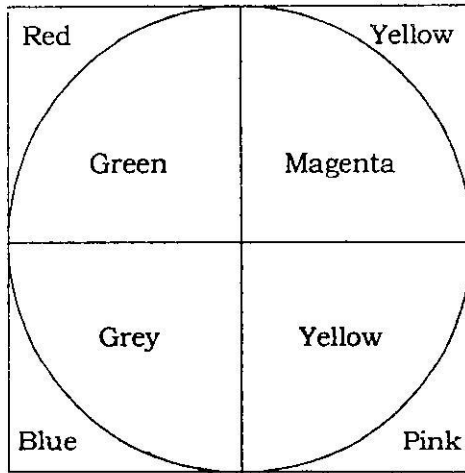
7. Write a program to draw the following figure using any standard line drawing algorithm :



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



9. Write a C program to display the following figure :



10. Draw a circle using Bresenham's circle drawing algorithm.

[VIVA : 20 Marks]

[Practical Note Book : 10 Marks]

[Internal Assessment : 30 Marks]