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प्रश्नपुस्तिका क्रमांक  
Question Booklet No.

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प्रश्नपुस्तिका सीरीज  
Question Booklet Series

**C**

## BCA (Fourth Semester) Examination, July-2022

### BCA-401(N)

### Computer Graphics and Multimedia Application

Time : 1:30 Hours

Maximum Marks-100

जब तक कहा न जाय, इस प्रश्नपुस्तिका को न खोलें

- K-372**
- निर्देश : —
1. परीक्षार्थी अपने अनुक्रमांक, विषय एवं प्रश्नपुस्तिका की सीरीज का विवरण यथास्थान सही- सही भरें, अन्यथा मूल्यांकन में किसी भी प्रकार की विसंगति की दशा में उसकी जिम्मेदारी स्वयं परीक्षार्थी की होगी।
  2. इस प्रश्नपुस्तिका में 100 प्रश्न हैं, जिनमें से केवल 75 प्रश्नों के उत्तर परीक्षार्थियों द्वारा दिये जाने हैं। प्रत्येक प्रश्न के चार वैकल्पिक उत्तर प्रश्न के नीचे दिये गये हैं। इन चारों में से केवल एक ही उत्तर सही है। जिस उत्तर को आप सही या सबसे उचित समझते हैं, अपने उत्तर पत्रक (O.M.R. ANSWER SHEET) में उसके अक्षर वाले वृत्त को काले या नीले बाल प्वाइंट पेन से पूरा भर दें। यदि किसी परीक्षार्थी द्वारा किसी प्रश्न का एक से अधिक उत्तर दिया जाता है, तो उसे गलत उत्तर माना जायेगा।
  3. प्रत्येक प्रश्न के अंक समान हैं। आप के जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।
  4. सभी उत्तर केवल ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर ही दिये जाने हैं। उत्तर पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।
  5. ओ०एम०आर० उत्तर पत्रक (O.M.R. ANSWER SHEET) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाय।
  6. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी ओ०एम०आर० शीट उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें।
  7. निगेटिव मार्किंग नहीं है।
- महत्वपूर्ण : — प्रश्नपुस्तिका खोलने पर प्रथमतः जाँच कर देख लें कि प्रश्नपुस्तिका के सभी पृष्ठ भलीभाँति छपे हुए हैं। यदि प्रश्नपुस्तिका में कोई कमी हो, तो कक्ष निरीक्षक को दिखाकर उसी सीरीज की दूसरी प्रश्नपुस्तिका प्राप्त कर लें।



1. Video file format is :
  - (A) Tiff
  - (B) AVI
  - (C) WAV
  - (D) Both (A) & (B)
2. Which one of the following is the property of multimedia system ?
  - (A) High storage
  - (B) High data rates
  - (C) Both (A) & (B)
  - (D) None of these
3. A multimedia file :
  - (A) Is same as any other regular file
  - (B) Must be accessed at specific rate
  - (C) Stored on remote server can't be delivered to its client
  - (D) None of these
4. A good example of hypermedia file :
  - (A) The internet
  - (B) Level 1 video disc
  - (C) Audiotape
  - (D) Videotape
5. JPEG stands for :
  - (A) Joint Photo Experts Group
  - (B) Joint Photographic Experts Group
  - (C) Joint Processor Experts Group
  - (D) Joint Photographic Expression Group

6. MMS stands for :
  - (A) Multimedia system
  - (B) Multimedia messaging system
  - (C) Multimedia messaging services
  - (D) Multimedia services
7. Moving picture experts group (MPEG) is used to compress :
  - (A) Frames
  - (B) Images
  - (C) Audio
  - (D) Video
8. How many attributes control the characteristics of sound ?
  - (A) 5
  - (B) 4
  - (C) 3
  - (D) 2
9. Which of the following is a technique to blend two or more images to form a new image ?
  - (A) Modeling
  - (B) Morphing
  - (C) Animating
  - (D) Warping
10. The text colour in presentation should contrast with the color of :
  - (A) CPU
  - (B) Frame
  - (C) Stack
  - (D) Background

11. Which files creates a perfect reproduction of the original images ?
  - (A) Shockwave
  - (B) Nx view
  - (C) GIF
  - (D) JPG
12. How many step process for creating a 3D animation are required ?
  - (A) 2
  - (B) 3
  - (C) 4
  - (D) 5
13. To receive signal, a translator is needed to decode signal and encode it again at a :
  - (A) High quality
  - (B) Lower quality
  - (C) Same quality
  - (D) Bad quality
14. One of the disadvantages of multimedia :
  - (A) Cost
  - (B) Adaptability
  - (C) Usability
  - (D) Relativity
15. The people when weave multimedia into meaningful tapestries are called :
  - (A) Programmers
  - (B) Multimedia developers
  - (C) Software engineers
  - (D) Multimedia engineers

16. The combination of text, graphics art, sound, animation and video delivered by computer or other electronic devices are called :
- (A) Multimedia
  - (B) Hyper media
  - (C) Visual media
  - (D) None
17. The application in entertainment are :
- (A) Satellite
  - (B) Televisions
  - (C) Internet
  - (D) All of these
18. The example of multimedia capture device \_\_\_\_\_.
- (A) Camera
  - (B) Microphone
  - (C) Audio recorder
  - (D) All of these
19. The multimedia disadvantages is :
- (A) Lost of cyberspace
  - (B) Individualized
  - (C) Engrossing deep involvement
  - (D) None of these
20. The major contents of multimedia services \_\_\_\_\_.
- (A) Multimedia hardware
  - (B) Operating system
  - (C) Multimedia software
  - (D) None of these

21. When the curve passes through all the data points, then the curve is known as ?
- (A) Approximation curve
  - (B) Pitch curve
  - (C) Data curve
  - (D) Interpolant curve
22. Which of the following is not a synthetic entity ?
- (A) Hyperbola
  - (B) Bezier curve
  - (C) B – spline curve
  - (D) Cubic curve
23. Spline curve can be either :
- (A) Bezier curve
  - (B) B – spline
  - (C) Both (A) & (B)
  - (D) None of these
24. If two curve segments join together the curve has :
- (A) G 1 continuity
  - (B) G 0 continuity
  - (C) G 2continuity
  - (D) G 3 continuity
25. The representations for surface modeling include :
- (A) Polygon mesh
  - (B) Parametric surfaces
  - (C) Quadratic surfaces
  - (D) All of these

26. The Bezier curve obtained from the four control points called :
- (A) Square Bezier curve
  - (B) Cubic Bezier curve
  - (C) Hectare Bezier curve
  - (D) Rectangle Bezier curve
27. By which more complex objects can be constructed :
- (A) Quadratic surfaces
  - (B) Bezier curve
  - (C) Composite transformation
  - (D) None of these
28. An \_\_\_\_\_ can be considered as an extension of spherical surface.
- (A) Bezier
  - (B) Ellipsoid
  - (C) Shearing
  - (D) All of these
29. A spline can be defined as :
- (A) Curved strip
  - (B) A smooth curve is drawn using a pencil
  - (C) A flexible strip used to generate a smooth curve through a designated set of points
  - (D) All of these
30. Cubic spline are :
- (A) Simple to corporate
  - (B) Provides continuity to curves
  - (C) Both (A) & (B)
  - (D) None of these



31. The type of spline curve is :
- (A) Open spline
  - (B) Closed spline
  - (C) Both (A) & (B)
  - (D) None of these
32. The degree of the curve is independent of the number of control points in \_\_\_\_\_.
- (A) Hermite cubic spline curve
  - (B) Bezier curve
  - (C) B – spline curve
  - (D) Hyperbola
33. The number of control points can be added or subtracted :
- (A) In Bezier curve
  - (B) In B – spline curve
  - (C) In cubic spline curve
  - (D) All of these
34. In Bezier curve, \_\_\_\_\_ of polygon actually lie on the curve.
- (A) Only the first control points
  - (B) Only the last control points
  - (C) Only the first and last control points
  - (D) All the control points
35. In Bezier curve, the curve follows :
- (A) The control points
  - (B) The shape of the defining polygon
  - (C) The defining points
  - (D) All of the above

36. \_\_\_\_\_ curves allows local control of the curve.
- (A) Analytical
  - (B) Hermite cubic spline
  - (C) Bezier
  - (D) B – spline
37. In the Bezier curve, the curve is always \_\_\_\_\_ to first and last segments of the polygons.
- (A) Normal
  - (B) Parallel
  - (C) Tangent
  - (D) All of these
38. The Bezier curve is smoother than the hermit cubic spline because it has \_\_\_\_\_ order derivatives.
- (A) Lower
  - (B) Higher
  - (C) Lower and Higher both
  - (D) None of them
39. The B spline curve has a :
- (A) First order continuity
  - (B) Second order continuity
  - (C) Zero order continuity
  - (D) None of these
40. Which of the following can be first used to test for overlap of a curve with the clipping window ?
- (A) Edges of the curve
  - (B) The centre of the curve
  - (C) The boundary rectangle for the curve
  - (D) Tangents to the curve

41. The process of removal of hidden surfaces is termed as :
- (A) Clipping
  - (B) Copying
  - (C) Culling
  - (D) Shorting
42. The general homogeneous coordinates representations can also be written as :
- (A)  $(h.x, h.y, h.z)$
  - (B)  $(h.x, h.y, h)$
  - (C)  $(x, y, h.z)$
  - (D)  $(h, x, y)$
43. What is the use of homogeneous coordinates and matrix representation ?
- (A) To treat all 3 transformations in a consistent way
  - (B) To scale
  - (C) To rotating
  - (D) To shear the object
44. If the scaling factor values  $S_x$  and  $S_y < 1$  then :
- (A) It reduces the size
  - (B) It increases the size
  - (C) It stunts the size
  - (D) None
45. Scaling of a polygon is done by computing :
- (A) The product of  $(x, y)$  of each vertex
  - (B)  $(x, y)$  of end points
  - (C) Center coordinates
  - (D) Only (A)

46. The 2D scaling equation in the matrix form is :
- (A)  $P' = P + T$
  - (B)  $P' = S * P$
  - (C)  $P' = P * R$
  - (D)  $P' = R + S$
47. An ellipse can also be rotated about its center coordinates by rotating :
- (A) End points
  - (B) Major and minor axes
  - (C) Only (A)
  - (D) None of these
48. A 2D rotation is applied to an object by :
- (A) Repositioning it along with the straight line path
  - (B) Repositioning it along with circular path
  - (C) Only (B)
  - (D) None of these
49. How many homogeneous representation are possible for one point (x, y) ?
- (A) 1
  - (B) 0
  - (C) 2
  - (D) Infinite
50. Reflection of a point about x-axis, followed by a counter clockwise rotation of  $90^\circ$ , is equivalent to reflection about the line :
- (A)  $x = -y$
  - (B)  $y = -x$
  - (C)  $x = y$
  - (D)  $x + y = 1$

51. For reducing the size of the object we set both scale factor :
- (A) Less than 0
  - (B) Greater than 1
  - (C) Equals to 1
  - (D) In between 0 & 1
52. A transformation that slants the shape of objects :
- (A) Rotation
  - (B) Shear
  - (C) Reflection
  - (D) Translation
53. Positive values for the rotation angle defines :
- (A) Counter clockwise rotations about the endpoints
  - (B) Counter clockwise translations about the pivot points
  - (C) Counter clockwise rotations about the pivot points
  - (D) Clockwise rotations about the pivot points
54. To change the position of circle or ellipse we translate :
- (A) Center coordinates
  - (B) Center coordinates and redraws the figure in the new location
  - (C) Outline coordinates
  - (D) All of these
55. Translation factor (tx, ty) is called as :
- (A) Translation vector
  - (B) Shift vector
  - (C) Both (A) & (B)
  - (D) None of these

56. In 2D translation, a point  $(x, y)$  can move to the new position  $(x', y')$  by using the equation :
- (A)  $x' = x + t_x$  &  $y' = y + t_y$
  - (B)  $x' = x + t_x$  &  $y' = y + t_y$
  - (C)  $x' = x + t_y$  &  $y' = y + t_y$
  - (D) None of the above
57. The basic geometric transformations are :
- (A) Rotation
  - (B) Reflection
  - (C) Shear
  - (D) All of these
58. The direction of a positive angle of rotation is chosen in accordance to the :
- (A) Right hand rule
  - (B) Left hand rule
  - (C) Origin
  - (D) None of them
59. Scaling transformation is said to be homogeneous :
- (A)  $S_x > S_y$
  - (B)  $S_x < S_y$
  - (C)  $S_x = S_y$
  - (D) None of them
60. The term “transform” means :
- (A) Change
  - (B) Increase
  - (C) No change
  - (D) All of these

61. The second grid in DVST is called as :
- (A) Phosphor
  - (B) Storage grid
  - (C) Collector
  - (D) None
62. If extended line proceeds from inside to the outside of the corresponding boundary line it is denoted as :
- (A)  $Ph=0$
  - (B)  $Ph>0$
  - (C)  $Ph<0$
  - (D) None of them
63. If extended line proceeds from the outside to the inside of the corresponding boundary line it is denoted as :
- (A)  $Ph=0$
  - (B)  $Ph>0$
  - (C)  $Ph<0$
  - (D) None of them
64. The region against which an object is to clipped is called as :
- (A) Clipping
  - (B) Clipping region
  - (C) Clip window
  - (D) None of them
65. coordinates of viewport are known as :
- (A) World coordinates
  - (B) Polar coordinates
  - (C) Screen coordinates
  - (D) Cartesian coordinates

66. Coordinates of window are known as :
- (A) Screen coordinates
  - (B) World coordinates
  - (C) Device coordinates
  - (D) Cartesian coordinates
67. The mapping a world window in world coordinates system to viewport are called :
- (A) Transformation viewing
  - (B) Viewport
  - (C) Clipping window
  - (D) Screen coordinate system
68. In Bresenham's, if the distance  $d_1 < d_2$  then decision parameter  $P_k$  is :
- (A) Positive
  - (B) Equal
  - (C) Negative
  - (D) Both (A) & (B)
69. An accurate and efficient raster line generating algorithm is :
- (A) DDA algorithm
  - (B) Mid point algorithm
  - (C) Parallel line algorithm
  - (D) Bresenham's line algorithm
70. The disadvantage of line DDA is :
- (A) Time consuming
  - (B) Faster
  - (C) Neither (A) & (B)
  - (D) None of the above



71. Which algorithm is faster method for calculating pixel position ?
- (A) Bresenham's line algorithm
  - (B) Parallel line algorithm
  - (C) Midpoint algorithm
  - (D) DDA line algorithm
72. On raster system, lines are plotted with :
- (A) Lines
  - (B) Dots
  - (C) Pixels
  - (D) All of these
73. The movement of different attributes of image would make the image dynamic and such a dynamic effect is termed as :
- (A) Pictures
  - (B) Animation
  - (C) Pointing
  - (D) All of these
74. A basic interactive picture construction techniques are :
- (A) Positioning and pointing constraints
  - (B) G n d, gravity field, rubber band method
  - (C) Sketching, dragging, inking and pointing
  - (D) All of these
75. The image can be transmitted to the display point by:
- (A) Line
  - (B) Points
  - (C) Segments
  - (D) All of these

76. The display controller converts 0s or 1s into :
- (A) Tv monitors
  - (B) Video signal
  - (C) Electrical signal
  - (D) None of these
77. The image is passed repeatedly to the monitor in order to maintain a steady picture on the screen :
- (A) 25 times a second
  - (B) 30 times a second
  - (C) 30 or more times a second
  - (D) None of these
78. A display controller serves to pass the contents of :
- (A) Frame buffer to monitor
  - (B) Monitor to frame buffer
  - (C) Both (A) & (B)
  - (D) None of these
79. PCBs can be drawn using the computer graphics :
- (A) In very efficient way
  - (B) In a shorter time
  - (C) In larger time
  - (D) Both (A) & (B)
80. DTP means :
- (A) Drawing text picture
  - (B) Desktop publishing
  - (C) Dask town publishing
  - (D) None of these

81. \_\_\_\_\_ is not a common bitmap based file type extension.
- (A) ODT
  - (B) TIFF
  - (C) PNG
  - (D) PCX
82. Part of display processor :
- (A) Display file memory
  - (B) Display generator
  - (C) Display console
  - (D) All of these
83. The quality of picture obtained from a device depends on\_\_\_\_\_.
- (A) Dot size
  - (B) Number of dots per inch
  - (C) Number of lines per inch
  - (D) All of these
84. The number of pixels stored in the frame buffer of a graphics system is known as :
- (A) Resolution
  - (B) Depth
  - (C) Resolution
  - (D) Only (A)
85. Aspect ratio means :
- (A) Number of pixels
  - (B) Ratio of vertical points to horizontal points
  - (C) Ratio of horizontal points to vertical points
  - (D) Both (B) & (C)

86. The process of digitizing a given picture definition into a set of pixel intensity for storage in the frame buffer is called :
- (A) Rasterization
  - (B) Encoding
  - (C) Scan conversion
  - (D) True color system
87. The devices which converts the electrical energy into light is called :
- (A) Liquid crystal displays
  - (B) Non emitters
  - (C) Plasma panels
  - (D) Emitters
88. GIS stand for :
- (A) Geographical information system
  - (B) Graphical information system
  - (C) Graphical interaction system
  - (D) None of these
89. Which of the following is not a graphical software ?
- (A) Corel draw
  - (B) MAYA
  - (C) Flash
  - (D) None of these
90. What are the criteria for good line drawing ?
- (A) Line should be drawn rapidly
  - (B) Line should be appearing straight & terminated accurately
  - (C) Line should have constant density
  - (D) All of these

91. CAD means :
- (A) Car aided design
  - (B) Computer art design
  - (C) Computer aided design
  - (D) None of these
92. What are the components of interactive computer graphics ?
- (A) A digital memory or frame buffer
  - (B) A television monitor
  - (C) An interface or display controller
  - (D) All of these
93. How many components of interactive computer graphics are :
- (A) One
  - (B) Two
  - (C) Three
  - (D) Four
94. The application area of computer graphics are :
- (A) Political
  - (B) Education and textbook
  - (C) CAD and entertainment
  - (D) All of these
95. User can make any change on image with the use of :
- (A) Non interactive graphics
  - (B) Interactive graphics
  - (C) Both (A) & (B)
  - (D) None of these

96. Interactive computer graphics enables a user to customize the graphics is :  
(A) Computer way  
(B) His own way  
(C) Both (A) & (B)  
(D) None of the above
97. The interactive computer graphics involves\_\_\_\_\_ way communication between computer the user.  
(A) One  
(B) Two  
(C) Three  
(D) Four
98. A graphics package contains :  
(A) No. of housekeeping task such as cleaning a display screen  
(B) No. of housekeeping task such as initializing parameters  
(C) Both (A) & (B)  
(D) None of the above
99. Input functions are used for :  
(A) Control the data flow from these interactive devices  
(B) Process the data flow from these interactive devices  
(C) Both (A) & (B)  
(D) None of these
100. Interactive computer graphics uses various kind of input devices such as :  
(A) Mouse  
(B) Graphic tablet  
(C) Joystick  
(D) All of the above

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## **Rough Work / रफ कार्य**

**DO NOT OPEN THE QUESTION BOOKLET UNTIL ASKED TO DO SO**

1. Examinee should enter his / her roll number, subject and Question Booklet Series correctly in the O.M.R. sheet, the examinee will be responsible for the error he / she has made.
  2. **This Question Booklet contains 100 questions, out of which only 75 Question are to be Answered by the examinee. Every question has 4 options and only one of them is correct. The answer which seems correct to you, darken that option number in your Answer Booklet (O.M.R ANSWER SHEET) completely with black or blue ball point pen. If any examinee will mark more than one answer of a particular question, then the answer will be marked as wrong.**
  3. Every question has same marks. Every question you attempt correctly, marks will be given according to that.
  4. Every answer should be marked only on Answer Booklet (O.M.R ANSWER SHEET). Answer marked anywhere else other than the determined place will not be considered valid.
  5. Please read all the instructions carefully before attempting anything on Answer Booklet **(O.M.R ANSWER SHEET)**.
  6. After completion of examination, please hand over the **O.M.R. SHEET** to the Examiner before leaving the examination room.
  7. There is no negative marking.
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