To

The Examination Department

VNSGU

Udhana - Magdalla Rd, Surat

Date : 07/02/22

Subject : Regarding Computer Graphics(Paper-503) answer key rechecking

Respected Sir

We are writing this application regarding your wrong answer key in Computer Graphics Paper-503. Due to this we are getting very less marks in this paper. So we are requesting you to kindly recheck the paper-503 answer key and revised the answer key so that we are getting our real marks in this paper. We did research on this paper's answer key using standard books and Internet.

We file this common application for rechecking of answer key. We are students of Shree Ramkrishna Institute of Computer Education and Applied Sciences.

Kindly look at our application and please revised the wrong answer key with right one. We find around 30+ MCQs wrong in your answer key. So please recheck the complete answer key of paper-503 and you can also take reference of our answer key, which we attach in this application.

After revising the answer key kindly send us the revised answer key on this address with the name of Pradhan Kailash Santosh. We'll ready to pay the charges of this Answer key copy(xerox).

Add-106, Vallabh Nagar Society

Near Kargil Chowk, Punagam

Surat-395010

Mobile no : 9265523353

Looking forward to hearing from you

Sincerely

Student Name

Subject Name : COMPUTER SCIENCE-VIII(Paper-503)

This Paper is according with this SPID : 2019053191

Q.1 "The boundary is specified in a single color, and the algorithm proceeds pixel by pixel until the boundary color is encountered." The above statement defines which of the following algorithms?

       Your Correct Answer : Scan-line fill algorithm

       Our Counter Correct Answer : Boundary-fill algorithm.

       Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

       Unit-3 : 3.11(Filled Area Primitives) – Boundary Fill Algorithm   Page no : 127

       It is clearly written on this topic that above statement is for Boundary-fill algorithm

Q.2 The lowest number of pixels given us a _____ image.

       Your Correct Answer : Better

       Our Counter Correct Answer : Blur

Q.3 If the angle Q is positive then the rotation direction will be _____.

       Your Correct Answer : Clockwise

       Our Counter Correct Answer : Anticlockwise

Q.6 Which of the following is not the pattern of line?

       Your Correct Answer : Dotted line

       Our Counter Correct Answer : Dark line

       Book : Computer Graphics : Dr A A Desai, PHI

       Unit-3 (3.3 Different Line Styles) Page no: 86 : It is clearly written on that, there are dotted line, dashed line, dashed and dotted line but no such dark line are there.

Q.8 Raster images are more commonly called?

       Your Correct Answer : Pixmap

       Our Counter Correct Answer : Bitmap

       Raster graphics are also called bitmap graphics

Q.12 When an opaque object comes in the path of light it forms

       Your Correct Answer : An image with colours

       Our Counter Correct Answer : Shadow

       A shadow is the dark region that is formed when an opaque object is placed in the path of light

Q.13 The transformation that changes the co-ordinate position of an object along a circular path is called _____

       Your Correct Answer : Translation

       Our Counter Correct Answer : Rotation

       Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

              Unit-5 : 5.1(Rotation)   Page no : 185

              A two-dimensional rotation is applied to an object by repositioning it along a circular path in xy plane.

Q.14 If we multiply any matrix with ___ matrix then we get the original matrix A _____.

       Your Correct Answer : Scaling Matrix

       Our Counter Correct Answer : Identity Matrix

Q.15 Two consecutive scaling transformation t1 and t2 are _____

       Your Correct Answer : Additive

       Our Counter Correct Answer : Multiplicative

Q.16 Which of the following statement is not correct with respect to homogeneous coordinates?

       Your Correct Answer : It is used to combine transformation

       Our Counter Correct Answer : Homogeneous coordinates are represented in 2*2 matrix form

Q.20 Which of the following is not Graphic Software?

       Your Correct Answer : GIMP

       Our Counter Correct Answer : Sublime

       As we know that Sublime is not a Graphic Software, basically it is Text Editor.

Q.21 Vector graphics is composed of _____?

       Your Correct Answer : Pixels

       Our Counter Correct Answer : Paths

       Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

              Unit-2 : 2.3 (Random-Scan System)   Page no : 57

              By reading the topic we get the answer that it is composed of paths.

Q.24 What is the formula for calculating the slope 'm' of a line?

       Your Correct Answer : m=dx/dy

       Our Counter Correct Answer : m=dy/dx

It doesn't require any explanation as we already know that the formula of the slope 'm' of a line is m=dy/dx.

Q.25 _____ is a transformation that produces a mirror image of an object.

Your Correct Answer : Scaling

Our Counter Correct Answer : Reflection

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-5 : 5.4(Other Transformation) – Reflection   Page no : 201

It is clearly written on this topic that above statement is true for Reflection.

Q.26 Which one of the following terms is used for the area of the computer captured by an application?

Your Correct Answer : Display

Our Counter Correct Answer : Viewpoint

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-6 : 6.1(The Viewing Pipeline)   Page no : 217

An area on a display device to which a window is mapped is called a viewpoint.

Q.27 Reflection about the line Y=X is equivalent to ___, followed by a anticlockwise direction 90°.

Your Correct Answer : Reflection about Y axis

Our Counter Correct Answer : Reflection about X axis

Q.28 The term "DDA" in the DDA algorithm stands for :

Your Correct Answer : Digital Difference Analyzer

Our Counter Correct Answer : Digital Differential Analyzer

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-3 : 3.2(DDA Algorithm)   Page no : 87

It is clearly written on this topic that in the first line that DDA full form is Digital Differential Analyzer.

Q.30 Which of the following methods is the fastest pixel position calculating method?

Your Correct Answer : Bresenham's Line Algorithm

Our Counter Correct Answer : DDA Line Algorithm

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-3 : 3.2(DDA Algorithm)   Page no : 88

It is clearly written on this topic that above method is DDA.

Q.31 If we need to tilt the 2D object in one direction then we have to use _____ transformation.

Correct Answer : Scaling

Our Counter Correct Answer : Shear

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-5 : 5.4 (Shear)   Page no : 203

By reading the topic we get to know that shearing is used for tilt the 2D object.

Q.32 In translation transformation Ty indicates _____

Correct Answer : Scaling factor along y direction

Our Counter Correct Answer : Translation factor along y direction

Q.33 Which types of objects do not allow light to pass through them?

Correct Answer : Translucent

Our Counter Correct Answer : Opaque

Opaque objects do not allow light to pass through them

Q.34 In Bressenham's line algorithm, there are certain conditions for deciding the successive parameters. Of the distance d1<d2 then decision parameter Pk is which of the following?

Correct Answer : positive

Our Counter Correct Answer : negative

If d1<d2 then the decision variable Is always negative i.e., Pk is always negative

Q.36 Pixel can be arranged in a regular

Correct Answer : one dimensional grid

Our Counter Correct Answer : two dimensional grid

Pixels are normally arranged in a regular two-dimensional grid.

Q.37 Which transformation needs homogeneous coordinates to represent it in matrix from?

Correct Answer : Scaling

Our Counter Correct Answer : Translation

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

Unit-5 : 5.2 (Matrix Representation and Homogeneous Coordinates)   Page no : 188

By reading the topic we get to know that transaltion is used for homogeneous coordinates to represent it in matrix from.

Q.38 Which of the following is not the basic attribute of a character?

Correct Answer : Font

Our Counter Correct Answer : Place of character

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

By reading the first line of the topic we get to know that place of character is not the basic attribute of a character.

Q.39 After performing Y-shear transformation we got A(2,5),B(4,11),C(2,7). If the constant value is 2 then the original coordinates will be_____.

Correct Answer : A(2,5),B(4,11),C(2,7)

Our Counter Correct Answer : A(2,1),B(4,3),C(2,3)

Q.40 _____ is transformation which changes the shape of object.

Correct Answer : Scaling

Our Counter Correct Answer : Shear

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

By reading the first line of the topic we get to know that shearing is used for which changes in shape of object.

Q.41 Reflection of a point about X-axis, followed by a counter-clockwise rotation of 90° is equivalent of reflection about the line _____

Correct Answer : x=-y

Our Counter Correct Answer : x=y

Q.42 The distortion of information due to low-frequency sampling is known as

Correct Answer : Sampling

Our Counter Correct Answer : Aliasing

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

By reading the third and fourth line of the topic, we get to know that aliasing is correct answer.

Q.44 A pixel is represented by a tuple Xw, Yw, w in _____.

Correct Answer : Normalised device coordinates

Our Counter Correct Answer : Homogeneous coordinates system

Q.45 Which of the following is not a component of Interactive computer graphics.

Correct Answer : Monitor

Our Counter Correct Answer : Radio buffer

Books : Computer Graphics C Version : Donald Hearn & M. Pauline Baker (Second Edition)

By reading the topic we get to know that radio buffer is not component of Interactive computer graphics.

Q.49 If a circle is scaled in only one direction then it will become _____

Correct Answer : Parabola

Our Counter Correct Answer : Ellipse

As we know that if any circle is scaled in any one direction then it will become ellipse.

Q.50 After rotating a triangle having A(0,0) B(6,0), C(3,3) by 90° about origin in anticlockwise direction, then the result in triangle will be _____.

Correct Answer : A(0,0) B(3,-3), C(0,6)

Our Counter Correct Answer : A(0,0) B(0,6), C(-3,3)

Currently the above triangle is in 1st quadrant by rotating anticlockwise 90° it is in 2nd quadrant so the coordinates is A(0,0) B(0,6), C(-3,3)