

**B.Sc. (Part-III) Semester—VI Examination**  
**6S : COMPUTER APPLICATION/INFORMATION TECHNOLOGY**  
**(Computer Graphics, Multimedia and Animation)**

Time : Three Hours]

[Maximum Marks : 80

- N.B. :—** (1) All questions are compulsory.  
 (2) Assume suitable data wherever necessary.  
 (3) Illustrate your answer with the help of neat sketches.  
 (4) Question No. 1 carries 8 marks and all other questions carry 12 marks each.

1. (A) Fill in the blanks :

- (i) Track ball is an \_\_\_\_\_ device.  
 (ii) Buffer is \_\_\_\_\_ storage.  
 (iii) SGML stands for \_\_\_\_\_.  
 (iv) CRT stands for \_\_\_\_\_.

2

(B) Choose the correct alternative :

- (i) \_\_\_\_\_ is an input device.  
 (a) CRT (b) TFT  
 (c) LED (d) Scanner
- (ii) \_\_\_\_\_ is not valid transformation.  
 (a) Scaling (b) Rotation  
 (c) Merging (d) Translation
- (iii) \_\_\_\_\_ is not valid file format.  
 (a) Image (b) WMF  
 (c) PDF (d) JPEG
- (iv) IZW is \_\_\_\_\_ technique.  
 (a) Input (b) Output  
 (c) Compression (d) Extension

2

(C) Answer in **one** sentence each :

(i) What is JPEG ?

(ii) What is Buffer ?

(iii) What is Animation ?

(iv) What is Hyper text ?

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2. (A) What are the output devices used by Graphics system ? Explain.

6

(B) Explain :

(i) Touch panel

(ii) Joy stick.

6

**OR**

3. (A) Explain :

(i) Track ball

(ii) Space ball.

6

(B) What is Random scan display ? Explain.

6

4. (A) What is Frame buffer ? Explain.

6

(B) Write procedure to generate line in DDA algorithm.

6

**OR**

5. (A) Explain :

(i) Line attributes

(ii) Curve attributes.

6

(B) Write procedure to generate circle using algorithm.

6

6. (A) What are character attributes ? Explain.

6

(B) What is transformation ? Explain.

6

**OR**

7. (A) What is scaling transformation ? Explain.

6

(B) What are different attributes used for filling area ? Explain.

6

8. (A) What is Multimedia ? Explain.

6

(B) What is BMP ? Explain.

6

**OR**

9. (A) Explain :
- (i) JPEG
  - (ii) PDF. 6
- (B) What are the software tools used for multimedia ? Explain. 6
10. (A) Explain the following :
- (i) LZW
  - (ii) DCT. 6
- (B) What is Augmented and Virtual Reality ? Explain. 6

**OR**

11. (A) Explain the following :
- (i) JPEG
  - (ii) MPEG. 6
- (B) What is Compression ? Explain. 6
12. (A) How animation is evolved ? Explain. 6
- (B) What is tweening ? Explain. 6

**OR**

13. (A) What is 2-D Animation ? Explain. 6
- (B) What are different tools used for animation ? Explain. 6

