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[4162]-208

S.E. (Computer) (Second Semester) EXAMINATION, 2012

COMPUTER GRAPHICS

(2008 PATTERN)

Time : Three Hours

Maximum Marks : 100

- N.B. :—
- Answer any *three* questions from each Section.
  - Answers to the two Sections should be written in separate answer-books.
  - Neat diagrams must be drawn wherever necessary.
  - Figures to the right indicate full marks.

SECTION I

- Consider a line from (4, 9) to (7, 7). Use Bresenham's line drawing algorithm to rasterize this line. [10]
  - Explain the various character generation methods. [8]

Or

- Consider the line from (0, 0) to (-6, -6). Use the simple DDA algorithm to rasterize this line. [10]

P.T.O.





