

Name : .....

Roll No. : .....

Invigilator's Signature : .....

**CS / BCA / SEM-3 / BCA-303 / 2010-11**

**2010-11**

**GRAPHICS AND INTERNET**

Time Allotted : 3 Hours

Full Marks : 70

*The figures in the margin indicate full marks.*

*Candidates are required to give their answers in their own words  
as far as practicable.*

**GROUP - A**

**( Multiple Choice Type Questions )**

1. Choose the correct alternatives for the following :  $10 \times 1 = 10$ 
  - i) The path taken by the electron beam when returning to the left side of the CRT screen will be
    - a) horizontal retrace
    - b) vertical retrace
    - c) diagonal retrace
    - d) none of these.
  - ii) ..... is a cryptographic protocol, which provide secure communications on the internet.
    - a) UDP
    - b) TCP
    - c) SSL
    - d) SMTP.
  - iii) ..... is an extension of HTML file.
    - a) htm
    - b) html/
    - c) http
    - d) both (a) and (b).

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[ Turn over ]

- iv) ..... refers to the light given off by a phosphor while it is being exposed to electron beam.
- a) Persistence                      b) Fluorescence  
c) Phosphorescence                d) None of these.
- v) When the point (3, 2) is reflected in  $y$ -axis, then the coordinate of the reflected point will be
- a) (-3, 2)                              b) (3, -2)  
c) (-3, -2)                             d) None of these.
- vi) ..... is connectionless transport layer protocol in the TCP/IP protocol stack.
- a) TCP                                      b) IP  
c) UDP                                     d) None of these.
- vii) In Cohen-Sutherland algorithm, ..... region bit code is assigned to each end point of the line.
- a) 2    b) 3  
c) 4    d) 5.
- viii) Find the class of the following IP address :  
193.171.21.23
- a) CLASS A                                b) CLASS B  
c) CLASS C                                d) CLASS D.
- ix) ..... is the decision variable in Bresenham's circle drawing algorithm.
- a)  $d = 2 - 3r$                               b)  $d = 3 - 2r$   
c)  $d = 4r - 5$                               d) None of these.

- x) ..... display was used to primary draw line segments.
- a) Raster scan                      b) Random scan  
c) LCD                                      d) None of these.

**GROUP - B**

**( Short Answer Type Questions )**

Answer any *three* of the following.                       $3 \times 5 = 15$

2. Write the general form of a scaling with respect to a fixed point P (h, k).
3. What is aspect ratio ? What do you mean by a resolution of a screen ?
4. Define the difference between classful & classless addressing system.
5. Define the difference between IPv4 and IPv6. What is address space ?
6. Find the transformation matrix for reflection of the point P (x, y) about the line  $y = x$ .

**GROUP - C**

**( Long Answer Type Questions )**

Answer any *three* of the following.                       $3 \times 15 = 45$

7. a) An organization is granted the block 205.16.37.39/28. The administrator wants to create 32 subnets.
  - i) Find the subnet mark
  - ii) Find the number of addresses in each subnet
  - iii) Find the first and last addresses in subnet 1
  - iv) Find the first and last addresses in subnet 32

$2 \times 4 = 8$
- b) Suppose an organization is given the block 17.12.04.0/26 which contains 64 addresses. The organization has 3 offices & needs to divide the addresses into 3 sub-blocks of 32, 16 & 16 addresses. Design the network of that building.                      7

8. a) Write Cohen – Sutherland Algorithm. 6  
b) Draw the Beizer curve defined by the control points  $B_0(2, 1)$ ,  $B_1(3, 2)$ ,  $B_3(5, 0)$ ,  $B_4(6, 2)$ . 6  
c) Define the difference between raster scan and random scan displays. 3
9. a) What is the difference between Parallel Projection and Perspective Projection ? 4  
b) Write and explain Bresenham's algorithm for drawing a straight line. How does it remove the drawbacks of 'DDA' algorithm ? 6  
c) What are the vertical retrace and horizontal retrace ? 2  
d) Define condition about a point clipping. 3
10. a) Magnify the triangle with vertices A (0, 0), B (1, 1) and C (5, 2) to twice its size while keeping C (5, 2) fixed. 6  
b) Prove that the inverse of the rotation matrix is its transpose. 6  
c) Define frame buffer. 2  
d) Define the difference between pixmap and bitmap. 1
11. Write a short notes (any three) : 3 × 5 = 15  
a) Shadow masking  
b) Orthographic and oblique projection of an object  
c) SMTP  
d) DNS  
e) FTP.

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