

Audyogik Shikshan Mandal's
Institute of Management & Computer Studies, Thane
MCA Sample Question Paper

SUBJECT : COMPUTER GRAPHICS (MCA SEM IV [Choice Based])

Sr. No	Questions	Option A	Option B	Option C	Option D	Correct Answer
1	Basic geometric transformation include	Translation	Rotation	Scaling	All of these	d
2	Some additional transformation are	Shear	Reflection	Both a & b	None of these	c
3	The transformation in which an object is moved in a minimum distance path from one position to another is called	Translation	Scaling	Rotation	Reflection	a
4	The transformation in which an object is moved from one position to another in circular path around a specified pivot point is called	Translation	Scaling	Rotation	Reflection	c
5	The transformation in which the dimension of an object are changed relative to a specified fixed point is called	Translation	Scaling	Rotation	Reflection	c
6	The selection and separation of a part of text or image for further operation are called	Translation	Shear	Reflection	Clipping	b
7	The complex graphics operations are	Selection	Separation	Clipping	None of these	c
8	In computer graphics, a graphical object is known as	Point	Segment	Parameter	None of these	b
9	An object can be viewed as a collection of	One segment	Two segment	Several segments	None of these	c
10	Every segment has its own attributes like	Size, visibility	Start position	Image transformation	All of these	d
11	The algorithm used for filling the interior of a polygon is called	Flood fill algorithm	Boundary fill algorithm	Scan line polygon fill algorithm	None of these	a
12	The process of coloring the area of a polygon is called	Polygon filling	Polygon flow	Aliasing	None of these	a
13	The light pen is an	Graphics input device	Graphics output device	Both a & b	None of these	a

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14	The movement of different attributes of image would make the image dynamic and such a dynamic effect is termed as	Picture	Animation	Painting	None of these	b
15	For which purpose ,one needs to apply natural light effects to visible surface	Fractals	Quad-tree	Rendering	None of these	c
16	When sound is included in the animation, it become	Audio	Video	Both a & b	None of these	b
17	The painter algorithm are based on the property of	Polygon	Frame buffer	Depth buffer	None of these	b
18	The surfaces that is blocked or hidden from view in a 3D scene are known as	Hidden surface	Frame buffer	Quad tree	None of these	a
19	CRT means	Common ray tube	Cathode ray tube	Common ray tube	None	b
20	The graphics can be	Drawing	Photograph, movies	Simulation	All of these	d
21	The process of extracting a portion of a database or a picture inside or outside a specified region are called	Translation	Shear	Reflection	Clipping	d
22	The rectangle portion of the interface window that defines where the image will actually appear are called	Transformation viewing	View port	Clipping window	Screen coordinate system	b
23	The space in which the image is displayed are called	Screen coordinate system	Clipping window	World coordinate system	None of these	a
24	The rectangle space in which the world definition of region is displayed are called	Screen coordinate system	Clipping window or world window	World coordinate system	None of these	b
25	The transformation that disturbs the shape of an object are called	Reflection	Shear	Rotation	Scaling	b