

FINAL YEAR B.Sc. DEGREE EXAMINATION SEPTEMBER 2011**Part III—Computer Science (Main)****Paper VI—COMPUTER GRAPHICS AND VISUAL PROGRAMMING**

(as per 2005 Admissions)

Time : Three Hours

Maximum : 80 Marks

Part A**SECTION A**

*Answer any five questions.
Each question carries 3 marks.*

1. Mention any two Graphical input devices.
2. What is Meant by 'character generation' ?
3. Write the matrix representation of 90 degree rotation of a co-ordinate ?
4. Mention any two Graphical output devices ?
5. Write short note on 'media and data stream' ?
6. Explain any 4 animation principles ?
7. Write short notes on MPEG ?

(5 × 3 = 15 marks)

SECTION B

*Answer any five questions.
Each question carries 5 marks.*

8. Explain any two display devices in detail ?
9. Prove that two successive rotations are commutative ?
10. Draw the pipeline and explain Window to viewport transformation ?
11. Explain authorizing tools of multimedia ?
12. Differentiate between MIDI and Digital audio ?
13. Explain about Multimedia databasesystems ?
14. Write about 'Data analysis' in detail.

(5 × 5 = 25 marks)

Part B**SECTION A**

*Answer any five questions.
Each question carries 3 marks.*

1. Write about Windows application ?
2. How to scroll a table of information ?
3. Write about 'Window font definition' ?
4. Differentiate between bitmaps and vector images ?
5. How to add Dialog boxes in an application ?
6. What is meant by Document object ?
7. Write short notes on Serialization ?

(5 × 3 =

SECTION B

*Answer any five questions.
Each question carries 5 marks.*

8. How to use system timer to control messages ?
9. Discuss the concept of "Simple Window template".
10. Explain about multimedia and sound resources.
11. What are the components of VC++ main window ? Explain.
12. Explain about icons and resources families in GDI ?
13. How to create menus, toolbars and buttons in an application ? Discuss.
14. How to create Active X control in an application ? Explain.

(5 × 5 =