**GP CHAPRA**

**CG(604)QUESTIONS**

**SEM:-6TH BY:RAJEEV KUMAR THAKUR**

**1.What is Computer Graphics?**

**2.Write the properties of video display devices?**

**3) Write the essential application of computer-graphic?**

**4) Write the difference between vector and raster graphics?**

**5) What are the advantages and disadvantages of direct view storage tubes?**

**6) Define Aspect Ratio?**

**7) Differentiate between Raster and Vector Graphics?**

**8) What are the advantage and disadvantages of DDA Algorithm?**

**9) Difference between DDA and Bresenham's line drawing algorithm?**

**10) What is Translation?**

**11) What is Reflection?**

**12) What is Shearing?**

**13) What is viewing transformation?**

**14) Define Clipping and Clip window.**

**15) Differentiate between parallel projections from perspective projection.**

**16) What is the need for space partitioning representation?**

**17) What is the quadric surfaces?**

**18) What is critical fusion frequency?**

**19) Difference between CMY and HSV color models.**

**20) What is dithering?**

**21) List out the various properties that describe the characteristics of light.**

**22) What is an animation?**

**23) Define Keyframe systems.**

**24) What is Fractals?**

**25) What is a Turtle Graphics Program?**

**26) List the attributes of turtle in graphics.**

**27) Differentiate Mandelbrot sets and Julia sets.**

**28) What is the Koch curve?**

**29) What are Morphing and tweening?**

**30) What are Peano curves?**

**31) What is a Scripting system?**

**32) Define refresh/frame buffer.**

**33) What is the resolutions?**

**34) Define Window and viewport.**

**35) Distinguish between window port and viewport?**

**36)What is a Rasterizations?**

**37) How will you represent a curve in graphics?**

**38)What is interactive computer Graphics?**

 **39)What is Projection?**

**40)What are the advantages of laser printers?**

**NOTE:-**

**Link of the above questions is:-**

**https://www.javatpoint.com/computer-graphics-interview-questions**