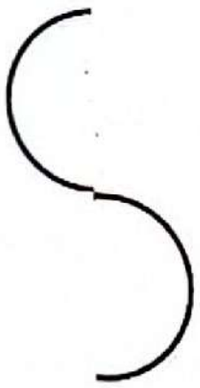
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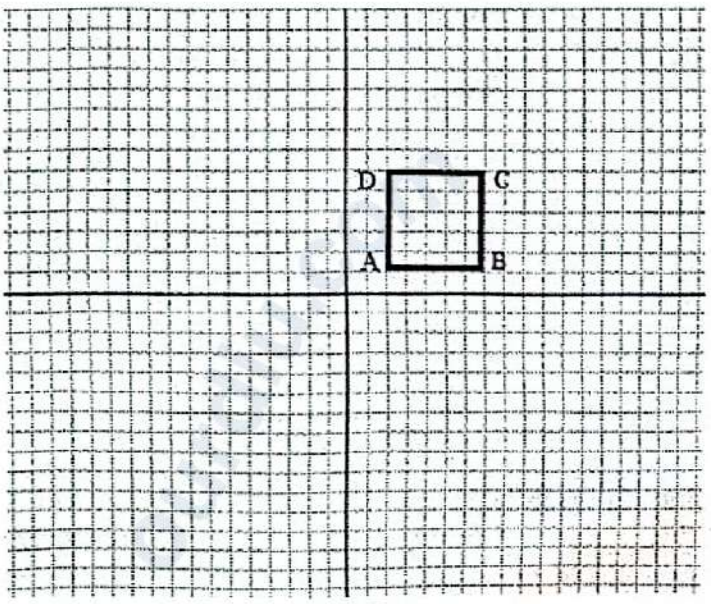
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Midterm Examination, Spring 2023
Course Code: CSE421, Course Title: Computer Graphics
Level: 4 Term: 1 Batch: 56 batch
Marks: 25 Time: 1.5 Hrs

Answer ALL Questions

[The figures in the right margin indicate the full marks and corresponding course outcomes. All portions of each question must be answered sequentially.]

1.	*a)*	Identify the application areas of Computer Graphics in Education and Training.	**2**	**CO1**
	b)	Write short note on Detect-View Storage Tube (DVST).	**3**	
2.		Suppose Mr. Manik wants to create a video game that involves drawing lines on a 2D grid. Starting points and ending points of the grid are (9, 18) and (19, 24). Now, **Apply** a line Algorithm that will help Mr .Manik to draw the line accurately.	**7**	**CO2**
3.		Suppose we want to draw a shape like "S". For the purpose we have taken two circle having radius 6 and centered at (0,6) and (0,-6) respectively. We have trimmed down half of the each circle to look like the following figure "B". Now, analyze the Algorithm to determine the points of the following shape.  Fig: B	**8**	**CO2**

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4.	Discover the new points and plot- i. Rotate the following figure "C", in n degree in clockwise direction. Here n is the last 2 digit of your id. Example: My id is 193-15-12811, here n=11. ii. Scale the rectangle 1.5 times bigger.  Fig: C	(3+2)	CO2