BCA 5th Sem.   **COMPUTER GRAPHICS**   **Code: 303**

OBJECTIVE: To enable professional undergraduate students to understand the importance of mathematics in computer science.

QUESTIONS

1) Write the steps of Cohen- Sutherland Algorithm.
2) What are Homogeneous Coordinates and Matrix Representation of 2D Transformations?
3) Explain the User Interfaces for Solid Modeling.
4) Discuss Depth-Buffer (z-buffer) method.
5) Write Depth-sorting Method (Painter's algorithm).

PROCEDURE:

For completing the assignment students should refer to the books mentioned in syllabus and they can take help from internet. The assignment should be handwritten and properly filled. Students should make assignment in the following manner:

1. Cover page

2. Objectives

3. Index

4. Content

5. Conclusion

6. References

7. Softcopy AND Hardcopy

8. Give proper headings and subheadings

9. Explain every topic in points and using diagrams.

10. Put Examples

OUTCOME:

After doing this assignment, students will come to understand the importance of COMPUTER GRAPHICS in computer science.

REFERENCE BOOKS:

[R1] Madnick E., Donovan J., "Operating Systems", Tata McGraw Hill, 2001

[R2] Tannenbaum, "Operating Systems", PHI, 4th Edition, 2000

[R3] An Introduction to Operating Systems: Concepts & Practice, Bhatt, PHI