

1	In a CRT each time a electron beam scans through left to right. After that it has to start from the left again. This return sweep is called A) Aliasing B) vertical retracing C) Blanking D) overscanning
2	The maximum number of points that can be displayed on a screen without overlap is called A) Resolution B) aspect ratio C) frame buffer D) pixmap
3	A true color system can have the number of color choices at the maximum A) 1024X1024 B) 4096 X 4096 C) 2^{64} D) 24
4	Thin Film Electro luminescent displays are similar in construction to A) DVST B) LCD C) LED D) Plasma Panel
5	Following is not a type of technology available in Mouse A) Mechanical B) Electrical C) Optical D) Optomechanical
6	Pattern Recognition algorithms are used to read _____. A) Typed Material B) handwritten material C) Printed Material D) None of these
7	The computer Graphics standard for archiving and transporting pictures is A) CGI B) CGM C) PHIGS D) GKS
8	Suppose we have a video monitor with a display area that measures 12 inches across and 24 inches high. If the resolution is 100 X 200 and the aspect ratio is 1, what is the diameter of each screen point? A) .24 B) 24×10^6 C) 12 D) .12
9	To draw a line with Bresenham line drawing algorithm from (20,10) to (30,18) the successive point will be A) 20,11 B) 21,10 C) 21,11 D) 22,12
10	For Midpoint circle algorithm the initial parameter is defined as P_0 A) $r-1$ B) $1-r$ C) $r+1$ D) $1.5-r$
11	How long will it take to load a 24-bit per pixel frame buffer with a resolution of 1280 by 1024 if 10^5 Bits can be transferred per second? A) 314 Sec B) 60 seconds C) 0.263 seconds D) 415 seconds
12	How much time is spent scanning across each row of pixels during screen refresh on a raster system with a resolution of 1280 by 1024 and a refresh rate of 60 frames per second. A) 16.3 microseconds B) 16.3 nanoseconds C) 16.3 minutes D) 16.3 milliseconds
13	Suppose you have a system with 8 inch by 10-inch video monitor that can display 100 pixels per inch. If memory is organized in one byte words, the starting frame buffer address is 0, and each pixel is assigned 6 bits of storage, what is the frame buffer address of the pixel with screen coordinates (x, y).

	A) $800y + x$ with step size as 6 bits B) $800y + x$ with step size as one byte C) $800x + y$ with step size as 6 bits $2n$ nodes D) $1000y + x$ with step size as 6 bits
14	Pick out the odd one A) Butt cap B) round cap C) bevel cap D) projecting square cap
15	Find the odd one A) Box filter B) sphere filter C) cone filter D) Gaussian filter
16	We have a system with 8 inch by 10-inch video screen that can display 100 pixels per inch. If a color look up table is used with 64 positions, what is the smallest possible size for the frame buffer. A) 586 KB B) 600 KB C) 856 KB D) 856 Bytes