

PANJAB UNIVERSITY

COMPUTER GRAPHICS AND MULTIMEDIA APPLICATIONS

(BCA 6TH SEMESTER)

Maximum Marks: 65

Note: - Attempt five questions in all, including Question No. 9 (Section E) which is compulsory and selecting one question each from Section A-D.

2021: -

SECTION – A

1. Describe the applications of Computer Graphics in the field of education and entertainment. 13
2. Explain the working of cathode ray tube monitor and liquid crystal display highlighting merits and limitations of each. 13

SECTION – B

3. Highlight major features of Auto CAD. Explain its major application areas with suitable examples. 13
4. What are the major positioning commands for developing computer graphics using C? Write a C program to draw concentric circles and smiling human face at the centre. 13

SECTION – C

5. Describe major components of multimedia highlighting its major features and advantages as compared to the conventional system. 13
6. What is the concept of multimedia platforms? Explaining the application of multimedia in image processing with suitable examples. 13

SECTION – D

7. Compare Lossy and Lossless compression techniques. Discuss major hardware components of a video system. 13
8. Highlight features of various storage devices for multimedia. Write about features and uses of multimedia authoring tool – Macromedia Director. 13

SECTION – E

9. Attempt the following:
- a) List major graphic software. 2
 - b) Define GUI. 2
 - c) List major display commands of Auto CAD. 2
 - d) Write about fill styles to fill images. 2
 - e) What do you understand by multimedia? 2
 - f) List major audio file formats. 3