

Computer Graphics

Multiple Choice Question & Answers:-

1. The graphics can be
- a. Drawing
 - b. Photograph, movies
 - c. Simulation
 - d. All of these

Answer: D

2. Computer graphics was first used by
- a. William fetter in 1960
 - b. James fetter in 1969
 - c. James gosling in 1991
 - d. John Taylor in 1980

Answer: A

3. The component of interactive computer graphics are
- a. A light pen
 - b. Display unit
 - c. Bank of switches
 - d. All of these

Answer: D

4. Personal computer become powerful during the late
- a. 1960
 - b. 1970
 - c. 1980
 - d. 1950

Answer: B

5. Three dimensional computer graphics become effective In the late
- a. 1960
 - b. 1980
 - c. 1970
 - d. 1950

Answer: B

6. which environment has been one of the most accepted tool for computer graphics in business and graphics design studios
- a. graphics

- b. Macintosh
- c. quake
- d. multimedia

Answer: B

7. Graphics is one of the _____ major key element in design of multimedia application
- a. Five
 - b. Three
 - c. Four
 - d. Eight

Answer: A

8. Three dimensional graphics become popular in games designing , multimedia and animation during the late
- a. 1960
 - b. 1970
 - c. 1980
 - d. 1990

Answer: D

9. The quake , one of the first fully 3D games was released in year
- a. 1996
 - b. 1976
 - c. 1986
 - d. 1999

Answer: A

10. Types of computer graphics are
- a. Vector and raster
 - b. Scalar and raster
 - c. Vector and scalar
 - d. None of these

Answer: A

11. Vector graphics is composed of
- a. Pixels
 - b. Paths
 - c. Palette
 - d. None of these

Answer: B

12. Raster graphics are composed of

- a. Pixels
- b. Paths
- c. Palette
- d. None of these

Answer: A

13. Raster images are more commonly called

- a. Pix map
- b. bitmap
- c. both a & b
- d. none of these

Answer: B

14. Pixel can be arranged in a regular

- a. One dimensional grid
- b. Two dimensional grid
- c. Three dimensional grid
- d. None of these

Answer: B

15. The brightness of each pixel is

- a. Compatible
- b. Incompatible
- c. Both a & b
- d. None of these

Answer: B

16. Each pixel has _____ basic color components

- a. Two or three
- b. One or two
- c. Three or four
- d. None of these

Answer: C

17. The quantity of an image depend on

- a. No. of pixel used by image
- b. No. of line used by image
- c. No. of resolution used by image
- d. None

Answer: A

18. Higher the number Of pixels, _____ the image quality

- a.Bad
- b.Better
- c.Smaller
- d.None of above

Answer: B

19. A palette can be defined as a finite set of colors for managing the

- a.Analog images
- b.Digital images
- c.Both a & b
- d.None of these

Answer: B

20. Display card are

- a.VGA
- b.EGA
- c.Both a & b
- d.None of above

Answer: C

21. Display card is used for the purpose of

- a.Sending graphics data to input unit
- b.Sending graphics data to output unit
- c.Receiving graphics data from output unit
- d.None of these

Answer: B

22. Several graphics image file formats that are used by most of graphics system are

- a.GIF
- b.JPEG
- c.TIFF
- d.All of these

Answer: D

23. The GIF format is much _____ to be downloaded or uploaded over the www

- a.Slower
- b.Faster
- c.Medium
- d.None of these

Answer: B

24. Once a file is saved in JPEG format ,some data is lost

- a.Temporarily
- b.Permanently
- c.Both a & b
- d.None

Answer: B

25. EPS image file format is used for

- a.Vector graphics
- b.Bitmap
- c.Both a & b
- d.None of these

Answer: C

26. TIFF (tagged image file format)are used for

- a.Vector graphics
- b.Bitmap
- c.Both a & b
- d.None of these

Answer: B

27. EPS means

- a.Entire post script
- b.Entire post scale
- c.Encapsulated post script
- d.None of these

Answer: C

28. The additive color models use the concept of

- a.Printing ink
- b.Light to display color
- c.Printing line
- d.None of these

Answer: B

29. The subtractive color model use the concept of

- a.Printing ink
- b.Light to display color
- c.Printing line
- d.None of these

Answer: A

30. Color apparent in additive model are the result of

- a. Reflected light
- b. Transmission of light
- c. Flow of light
- d. None of these

Answer: B

31. Color apparent in subtractive model are the result of
- a. Amount of Reflected light
 - b. Transmission of light
 - c. Flow of light
 - d. None of these

Answer: A

32. Two dimensional color model are
- a. RGB and CMKY
 - b. RBG and CYMK
 - c. RGB and CMYK
 - d. None

Answer: C

33. RGB model are used for
- a. Computer display
 - b. Printing
 - c. Painting
 - d. None of these

Answer: A

34. CMYK model are used for
- a. Computer display
 - b. Printing
 - c. Painting
 - d. None of these

Answer: B

35. The intersection of three primary RGB color produces
- a. White color
 - b. Black color
 - c. Magenta color
 - d. Blue color

Answer: A

36. The intersection of primary CMYK color produces

- a.White color
- b.Black color
- c.Cyan color
- d.Magenta color

Answer: B

37. The RGB model display a much _____ percentage of the visible band as compared to CMYK
- a.Lesser
 - b.Larger
 - c.Medium
 - d.None of these

Answer: B

38. Color depth can be defined by _____ which can be displayed on a display unit
- a.Bits per pixel
 - b.Bytes per pixel
 - c.Megabyte per pixel
 - d.None of these

Answer: A

39. Each bit represent
- a.One color
 - b.Two color
 - c.Three color
 - d.None

Answer: B

40. RGB true color model has _____ color depth
- a.24bit
 - b.32bit
 - c.64bit
 - d.None

Answer: A

41. CMYK true color model has _____ color depth
- a.24bit
 - b.32bit
 - c.64bit
 - d.None

Answer: B

42. Grey scale images have a maximum color depth of

- a.8bit
- b.16bit
- c.24bit
- d.32bit

Answer: A

43. Graphics with limited features is known as

- a.Active graphics
- b.Passive graphics
- c.Grayscale image
- d.None of these

Answer: B

44. Computer of present time have much higher memory and _____ storage capacity

- a.Much smaller
- b.Much bigger
- c.Much slower
- d.None

Answer: B

45. CRT means

- a.Common ray tube
- b.Cathode ray tube
- c.Common ray tube
- d.None

Answer: B

46. Refresh CRT consist of

- a.Glass wrapper
- b.The phosphor viewing surface
- c.The electron gun assembly
- d.All of above

Answer: D

47. The amount of time the phosphor produce light or shine is controlled by chemical composition of the phosphor. This is known as

- a.Persistence
- b.Resistance
- c.Generators
- d.None

Answer: A

48. The electron beam in a color picture tube is refreshed _____ times in a second to make video realistic

- a.15 times
- b.25 times
- c.35 times
- d.45 times

Answer: B

49. DUST means

- a.Direct view storage tube
- b.Domain view storage tube
- c.Direct view store tube
- d.None

Answer: A

50. DUST is rarely used today as part of

- a.Input device
- b.Output device
- c.Display systems
- d.None

Answer: C

51. In DUST , is there refresh buffer

- a.Yes
- b.No
- c.Both
- d.None

Answer: B

52. The electron beam in DUST is designed to draw directly to

- a.Phosphor
- b.Storage mesh
- c.Glass
- d.None

Answer: B

53. The second grid in DUST is called

- a.Phosphor
- b.Storage mesh
- c.Collector
- d.None

Answer: C

54. To increase the energy of these slow moving electron and create a bright picture in DUST , the screen is maintained at a

- a.Low positive potential
- b.High negative potential
- c.High positive potential
- d.None

Answer: C

55. A major disadvantage of DUST in interactive computer graphics is

- a.Ability to selectively erase part of an image
- b.Inability to selectively erase part of image from screen
- c.Inability to produce bright picture
- d.None

Answer: B

56. Interactive graphics is useful in

- a.Training pilots
- b.Computer aided design
- c.Process control
- d.All of these

Answer: D

57. The origin of computer graphics was developed in

- a.1950
- b.1960
- c.1970
- d.1990

Answer: A

58. The term business graphics came into use in late

- a.1950
- b.1960
- c.1970
- d.1990

Answer: C

59. Computer graphics is used in many DTP software as

- a.Photoshop
- b.Paint brush
- c.Both a & b
- d.None of these

Answer: C

60. Any CRT based display must be refreshing at least _____ times a second

- a.20
- b.30
- c.40
- d.10

Answer: B

61.The standardization is needed

- a.To make application programs more portable
- b.To increase their utility
- c.To allow them to use in different application environment
- d.All of these

Answer: D

62. GKS stands for

- a.Graphics kernel system
- b.Graphics kernel stands
- c.Generic kernel system
- d.None of these

Answer: A

63. GKS was developed by the

- a.International standards organization
- b.National standard organization
- c.Both a & b
- d.None of these

Answer: C

64. The resolution of raster scan display is

- a.Low
- b.High
- c.Medium
- d.None

Answer: A

65. Random scan systems are designed for

- a.Line drawing application
- b.Pixel drawing application
- c.Color drawing application
- d.None of these

Answer: A

66. Solid pattern in random scan display is ____ to fill

- a. Difficult
- b. Easy
- c. Not fill
- d. None of these

Answer: A

67. Raster scan is _____ expensive than random scan

- a. More
- b. Less
- c. Both a & b
- d. None

Answer: B

68. Two basic technique for producing color display with a CRT are

- a. Shadow mask and random scan
- b. Beam penetration method and shadow mask method
- c. Random scan and raster scan
- d. None of above

Answer: B

69. In beam penetration method of color CRT, two layer of phosphor coated are

- a. Red and blue
- b. Red and green
- c. Blue and green
- d. None of these

Answer: B

70. In beam penetration method of color CRT, which layer is red and which is green

- a. Outer is red and inner is green
- b. Inner is red and outer is green
- c. Inner is red and inner is green
- d. None

Answer: A

71. A shadow mask CRT has _____ phosphor color dots at each pixel position

- a. 1
- b. 2
- c. 3
- d. None of these

Answer: C

72. Which color is produced with the green and red dots only

- a.Blue
- b.Yellow
- c.Magenta
- d.White

Answer: B

73. Which color s produced with the blue and red dots

- a.Blue
- b.Yellow
- c.Magenta
- d.White

Answer: C

74. Cyan color is produced when the blue and green are activated

- a.Equally
- b.Unequally
- c.Both a & b
- d.None

Answer: A

75. Which technique of color CRT is used for production of realistic image

- a.Shadow mask method
- b.Beam penetration method
- c.Both a & b
- d.None of these

Answer: A

76. In which method of CRT, convergence problem occur

- a.Beam penetration method
- b.Shadow mask method
- c.Both a & b
- d.None of these

Answer: B

77. Beam penetration method is used in

- a.Random scan system
- b.Raster scan system
- c.Both a & b
- d.None of these

Answer: A

78. Shadow mask method is used in

- a. Random scan system
- b. Raster scan system
- c. Both a & b
- d. None of these

Answer: B

79. Graphics data is computed by processor in form of

- a. Electrical signals
- b. Analog signals
- c. Digital signals
- d. None of these

Answer: A

80. An example of impact device is

- a. Electrostatic printer
- b. Inkjet printer
- c. Line printer
- d. Laser printer

Answer: C

81. To generate the characters, which are required

- a. Hardware
- b. Software
- c. Both a & b
- d. None of these

Answer: C

82. The method which uses array of dots for generating a character is called

- a. Stoke method
- b. Bitmap method
- c. Star bust method
- d. None of these

Answer: B

83. The hardware devices contain

- a. Color printer / black white printer
- b. Plotters
- c. Both a & b
- d. None

Answer: C

84. An example of black and white laser printer is

- a. HP 4000
- b. QMS
- c. Both a & b
- d. None

Answer: A

85. An example of color printer is

- a. HP 4000
- b. QMS
- c. Both a & b
- d. None

Answer: B

86. Non impact use various techniques to combine three color pigment _____ to produce a range of color patterns

- a. Cyan , magenta and yellow
- b. Cyan , white and black
- c. Cyan , white and yellow
- d. Black , magenta and yellow

Answer: A

87. Printers produce output by either

- a. Impact method
- b. Non impact method
- c. Both a & b
- d. None of these

Answer: C

88. What is name of temporary memory where the graphics data is stored to be displayed on screen

- a. RAM
- b. ROM
- c. Frame buffer
- d. None

Answer: C

89. The division of the computer screen into rows and columns that define the no. of pixels to display a picture is called

- a. Persistence
- b. Resolution
- c. Encapsulated post script

d.None

Answer: B

90. LCD means
- a.Liquid crystal displays
 - b.Liquid crystal data
 - c.Liquid chrome data
 - d.None

Answer: A

91. LCD are commonly used in
- a.Calculators
 - b.Portable
 - c.Laptop computers
 - d.All of these

Answer: D

92. LCD is an _____ device
- a.Emissive
 - b.Non emissive
 - c.Gas discharge
 - d.None of these

Answer: B

93. Plasma panel is an ___ device
- a.Emissive
 - b.Non emissive
 - c.Expensive
 - d.None

Answer: A

94. Plasma device converts
- a.Electrical energy into light
 - b.Light into electrical energy
 - c.Light into graphical energy
 - d.None of these

Answer: A

95. Plasma panel have _____ resolution
- a.High
 - b.Good
 - c.Both a & b

d.Low

Answer: C

96. Plasma panel are also called

- a.Liquid crystal display
- b.Gas discharge display
- c.Non emissive display
- d.None of these

Answer: B

97. The basic graphical interactions are

- a.Pointing
- b.Positioning
- c.Both a & b
- d.None

Answer: C

98. GUI means

- a.Graphical user interface
- b.Graphical user interaction
- c.Graphics uniform interaction
- d.None

Answer: A

99. Which one is the basic input device in GUI

- a.Mouse
- b.Graphics tablet
- c.Voice system
- d.Touch panel

Answer: A

100. Pen or inkjet plotters use the following devices

- a.Drum
- b.Flat bed
- c.Both a & b
- d.None of these

Answer: C