## **Time: 3 hours**

Max. marks: 100

Note: Question No.1 is compulsory; attempt 4 more questions as instructed, marks are indicated therein. Assume suitably any missing /inappropriate data/information, if any.

Q.1 Answer the following as asked for

(1+1)x10 = 20 marks

(a) Write full form of (i) CRT (old-styled TV & monitors) and (ii) OOP (in C++).

(b) Write full form of (i) L & T (Construction company) and (ii) BARC (research organization).

(c) Write the name of the primary & secondary colors abbreviated as (i) RGB and (ii) CMY

(d) Write (i) Binary number for 35 and (ii) Find my Age of which binary number is 1000100.

- (e) At present, who are (i) Jack Ma (ii) Mark Zuckerberg ?
- (f) At present who are these Indian-origin persons (i) Satya Nadela and (ii) Sunder Pichai
- (g) Name the persons who established the company-named (i) Apple and (ii) Infosys
- (h) Draw logic-gates symbol(s) of (i) OR and (ii) XOR
- (i) Write/briefly-explain the meaning of the term(s) (i) Pixel and (ii) Resolution
- (j) Initially it was thought that the wealth can be generated, of-course in addition to 'services', only in 'farms' & 'factories'; but now in the modern computer-era it is well known that even much-more wealth can be generated elsewhere; the questions are (i) where and (ii) how?
- Q.2 Answer any two of the following

 $10 \ge 2 = 20$  marks

 $10 \ge 2 = 20$  marks

- (a) Explain (i) Conventional Design versus CAD, (ii) 'if else' decision-control,
- (iii) 'while()' or 'for()' loop (s) and (iv) Features of C++ over C.
- (b) Write formulae & steps for design of a solid circular shaft (to find shaft-dia) and then write a 'user friendly' & good 'computer- program' for it in C/C++-language.

(c) Briefly describe (i) Raster scan display, (ii) Random scan display and (iii) Modeling / World / Normalized / Device Coordinates and (iv) Homogeneous-Transformation Matrices for Translation, Rotation & Scaling for 2-D objects

Q.3 Answer any two of the following

- (a) (i) Using Bresenham's Line-drawing algorithm (or DDA algorithm), draw the pixel-points between the points A & B. Given A =(0,0) and B = (10,8).
  - (ii) Using mid-point circle-drawing algorithm, draw the pixel-points for portion (1/8<sup>th</sup>) of circle, which has its centre at origin (0,0) and has radius of 12 pixels. Also, just only-mention how circle could be achieved.
- (b)(i) Prove mathematically through matrix-multiplication, that two successive-translation is additive, two successive-rotation is also additive but two successive-scaling is multiplicative.
  - (ii) Show that the transformation matrix for 'Reflection about a line y = x' is equivalent to 'Reflection about x-axis followed by CCW Rotation by 90°'.
- (c) (i) Derive the concatenated (composite) matrix [M] for geometric-transformation for anticlockwise rotation (by angle  $\theta$ ) of an object about a certain pivot-point ( $x_0, y_0$ ).
  - (ii) Consider a triangle ABC; A = (0,0), B = (4,0), C = (2,6). Find using the concatenated matrix [M] obtained-earlier the new coordinates of the vertices if the triangle is rotated about a vertex-point B clockwise by 90°.

- Q.4 Answer any two of the following
  - (a) In respect to curve-representation briefly explain what do understand by
    (i)Interpolation & Approximation, (ii) Continuities for piecewise curve-segments,
    (iii) Parametric representation of curves and (iv) Conic-section Curves.
  - (b) (i) Derive the Hermite-matrix for a cubic Hermite-spline curve and (ii) find the expressions for blending-functions and show its plots with the parameter u (0 < u < 1).
  - (c) (i) Beginning with the generalized Bezier formula for parametric-curve, derive the Beziermatrix for a cubic Bezier curve. (ii) Also, write its properties and show some typical examples of the Bezier curves showing that it lies within the convex-hull.
- Q.5 Write short notes on *any four* of the following
  - (a) 3-D Graphics for solids with Euclidean surfaces
  - (b) Super-ellipse shapes & super-ellipsoid
  - (c) Sweep representation for Solid-modeling
  - (d) C-representation versus B-representation Solid-modeling
  - (e) Importance of Rendering, Color, Illumination to Solids
  - (f) AutoCAD or Pro-Engineer
  - (g) Least-square-error (RMS) curve (say, straight-line) fitting.
- Q.6 Answer any two of the following

(a) (i) Using Newton-Raphson method for root-finding, do two iterations manually to find the root of the equation  $x^2 - 45 = 0$ . Start with a suitable guess.

- (ii) Also, write a computer-program in C/C++ language for the above problem to have an accuracy up to  $5^{th}$  place of decimal.
- (a) (i) If the function is  $y = f(x) = x^3 x^2 + x + 2$ , find the first & second differentials at x = 0; take interval h = 0.1.
  - (ii) Do numerical-integration of the following integral using Simpson's rule  $\int_0^{\pi} (5 \cos \theta + 2) d\theta$ .
- (c) For the axially loaded bar-members shown in the figure, determine using the Finite-Element-Method (FEM) the (i) Nodal-displacement at node-2 and (ii) Reactions  $R_1 \& R_2$  at the nodes 1 & 3 which are the fixed- ends and (iii) also find stresses in the Element-1 & Element-2. Stiffness of a bar-element is known to be as  $k = A \cdot E / L$ .

Given:

 $10 \ge 2 = 20$  marks

 $5 \ge 4 = 20$  marks

 $10 \ge 2 = 20$  marks

Axial load on node 2 = 500 kN towards right,

Note that the node-1 & node-3 are fixed-ends; somewhere at the junction-point in-between nodes 1 & 3 at node 2 a force P = 500 kN is acting on right-side as shown in the figure.

