

PPSC Computer Science Full Book test

Sr	Questions	Answers Choice
1	The subtractive color model use the concept of.	A. Printing ink B. Light to display color C. Printing line D. None
2	The additive color models use the concept of.	A. Printing ink B. Light to display color C. Printing line D. None
3	EPS means	A. Entire post script B. Entire post scale C. Encapsulated post script D. None
4	TIFF are used for	A. Vector graphics B. Bit map C. Both a and b D. None
5	EPS image file format is used for	A. Vector graphics B. Bit map C. Both a and b D. None
6	Once a file is saved on JPEG format some data is lost.	A. Temporarily B. both a and b C. All of above D. None of these
7	The GIF format is much to be downloaded or uploaded over the www.	A. Slower B. Faster C. Medium D. None
8	Several graphics image file formats that are used by most of graphics system are.	A. GIF B. JPEG C. TIFF D. All these
9	Display card is use 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
10	Display card are	A. VGA B. EGA C. Both a and b D. None
11	A palette can be defined as a finite set of colors for managing the	A. Analog images B. Digital images C. Both a and b D. None
12	Higher the number of pixels.... the image quality	A. Bad B. Better C. Smaller D. None
13	The quantity of an image depend on	A. No of pixel by image B. No of line used by image C. No of resolution used by image D. None
14	Each pixel has basic color components.	A. Two of three B. One of two C. Three or four D. None
		A. Compatible

15	The brightness of each pixel is	B. In compatible C. Both a and b D. None
16	Pixel can be arranged in a regular	A. One dimensional grid B. Two dimensional grid C. three dimensional grid D. None
17	Raster images are more commonly called	A. Pix map B. Bit map C. Both a and b D. None
18	Raster graphics are composes of	A. Pixels B. Paths C. Palette D. None
19	Vector graphics is composed of	A. Pixels B. Paths C. Palette D. None
20	Types of computer graphics are.	A. Vector and raster B. Scalar and raster C. Vector and scalar D. None
21	The uake one of the first fully 3D games was released in year.	A. 1976 B. 1996 C. 1986 D. 1990
22	three dimensional graphics become popular in games designing multimedia and animation during the late.	A. 1960 B. 1970 C. 1990 D. 1980
23	Graphics is one of the major key element in design of multimedia application.	A. Three B. Four C. Five D. Eight
24	Which environment has been one of the most accepted tool for computer graphics in business and graphics design studies	A. Graphics B. Macintosh C. Uake D. Multimedia
25	Personal computer become powerful doing the late	A. 1960 B. 1980 C. 1970 D. 1950
26	The component of interactive computer graphics are	A. A light pen B. Display unit C. Bank of switches D. All of these
27	Computer graphics was first used by	A. William fetter in 1960 B. James fetter in 1969 C. James gosling in 1991 D. J0hn Taylor in 1980
28	The graphics can be	A. Drawing B. Photograph, movies C. Simulation D. All of these
29	In BASIC description comments are put in the source program with the	A. PRINT statement B. REMARK statement C. INPUT statement D. DATA statement
30	A computer generated output that lets programmer follow the execution of their program line by line is a	A. Core dump B. Ltrace routine C. Predetail listing D. All of the above