COMPUTER GRAPHICS

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1. Define the basic concepts and principles of computer graphics at the knowledge level.
2. Analyze the functioning of CRT monitors and display processors at the comprehension level.
3. Apply geometric transformations and homogenous coordinates in computer graphics at the application level.
4. Evaluate the concepts of window and viewpoint in computer graphics design at the analysis level.
5. Compare and contrast different line clipping algorithms, such as Cohen-Sutherland and midpoint subdivision, at the evaluation level.
6. Explain the fundamentals of 3D coordinate systems, transformations, and reflection in computer graphics at the knowledge level.
7. Assess the techniques for hidden surface removal in computer graphics at the evaluation level.
8. Implement segment handling and manipulation techniques in computer graphics at the synthesis level.
9. Apply different input devices for dynamic manipulations, dragging, selection, and voice systems in computer graphics at the application level.