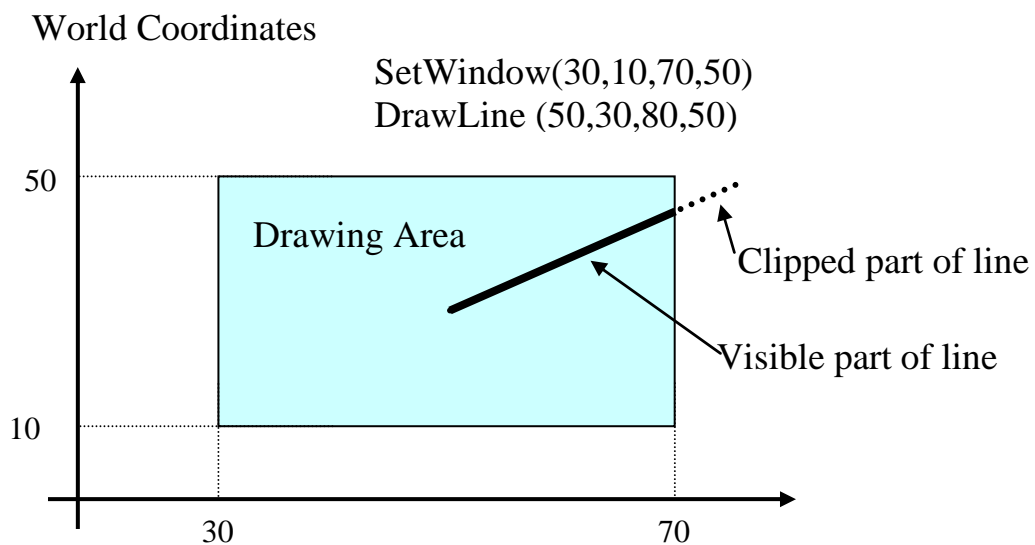


Tutorial 1: Graphics Input and Output

Q1. How much memory does a raster graphics screen of 1024 by 1024 with 8 bpp require? How about 32 bpp?

Q2. Which data- type would you use for world coordinates, and which would you use for pixel coordinates?

Q3. What are the steps necessary to perform clipping as shown below? Use pseudo-code to illustrate how you may implement it.



Q4. Assume a window with corners (0,0), (4,2). A viewport (0.25, 0.25), (0.75,0.75) and screen pixel addresses from [0..1023] for both x and y. Compute the normalization parameters A, B, C, D. Hint: First establish World Coordinates and Device Coordinates. Then assume that the drawing window covers the whole of the screen.