SILVER OAK COLLEGE OF ENGINEERING AND TECHNOLOGY

DEPARTMENT OF COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY

MID SEMESTER EXAM SUMMER 2015 SYLLABUS **DATE:27/2/15**

Sem	Subject Name	MID SEM SYLLABUS (UNIT WISE ACC TO GTU SYLLABUS)
4th	Operating System(2140702)	UNIT 1,2,3,5
	OOPC(2140705)	UNIT 1,2,3,4,5
	NUMERICAL & STATISTICAL METHODS FOR COMPUTER ENGINEERING (2140706)	UNIT 1,2,3,5,6
	Computer Organization(2140707)	UNIT 1,2,3,5
	Computer Networks(2140709)	UNIT 1,4,5

A/Prof. Satvik Khara
H.O.D.(C.E./I.T.)

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Sem	Subject Name	MID SEM SYLLABUS (UNIT WISE ACC TO GTU SYLLABUS)
6th	Software Engineering(160701)	UNIT 1,2,3,4,5,6(upto Effort Estimation)
	Information Security(160702)	UNIT 1,2,3,4,5,6
	Computer Graphics(160703)	UNIT 1, 2 (upto scan conversion algorithms), 3 (upto shearing), 5 (upto composite transformation), 6. "Please refer last page for detailed syllabus of CG"
	Web Application Development(160705)	UNIT 1,2,3,7
	Web Technology & Programming(161602)	UNIT 1,2,3,7
	MSOR(161601)	UNIT 1,2,3,4
	TOC(160704)	UNIT 1,2,3(upto CFG)
	SP(160706)	UNIT 1,2,3,4

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Sem	Subject Name	MID SEM SYLLABUS (UNIT WISE ACC TO GTU SYLLABUS)
8th	Advanced Computer Network (180704)	UNIT 1,2,4,9,10
	Distributed System(180701)	UNIT 1,2,3,4,5(mutual exclusion algo , election algo)
	Parallel Programming(180702)	UNIT 1,2,3,6,7
	Data Compression(181602)	UNIT 1,2,3,6,8
	iOS(180707)	UNIT 1,2,3
	DAA(181604)	UNIT 1,2(Sorting),3,4,5

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BE - SEMESTER–VI CE/IT

Subject Name: **Computer Graphics**
Subject Code: **160703**

Sr. No	Course Content
1	Basic of Computer Graphics, Applications of computer graphics, Display devices, Random and Raster scan systems, Graphics input devices, Graphics software and standards.
2	**Graphics Primitives :** Points, lines, circles and ellipses as primitives, scan conversion algorithms.
3	**2D transformation and viewing :** Transformations (translation, rotation, scaling(, matrix representation, Homogeneouscoordinates,compositetransformations,reflectionandShearing.
5	**3D transformation and viewing :** 3D scaling, rotation and translation, composite transformation.
6	**Advance topics :** visible surface detection concepts, back-face detection, depth buffermethod, illumination, light sources, illumination methods (ambient, diffusereflection, specular reflection), Color models: properties of light, XYZ, RGB,YIQ and CMY color models.

Text Book:

1. Computer Graphics C Version, D.Hearn And P.Baker, Pearson Eduction

Reference Books:

1. Procedural Methods for computer graphics, Rogers, TMH
2. Computer Graphics, Foley and van Dam, Person Education
3. Computer Graphics with virtual reality systems, R. K. Maurya, Wiley-India
4. Computer Graphics with OpenGL, Hearn and Baker, Pearson
5. Computer Graphics, Sinha & Udai, TMH
6. Computer Graphics, Peter Shirley, Steve Marschner, Cengage Learning