

# C.U.SHAH UNIVERSITY

## Summer Examination-2019

**Subject Name : Computer Aided Design and Engineering**

**Subject Code : 4TE06CDE1**

**Branch: B.Tech (Mechanical)**

**Semester : 6**

**Date : 16/04/2019**

**Time : 10:30 To 01:30**

**Marks : 70**

**Instructions:**

- (1) Use of Programmable calculator & any other electronic instrument is prohibited.
- (2) Instructions written on main answer book are strictly to be obeyed.
- (3) Draw neat diagrams and figures (if necessary) at right places.
- (4) Assume suitable data if needed.

**Q-1 Attempt the following questions:**

- |           |  |           |
|-----------|--|-----------|
| <b>a)</b> | Full name of GKS is  | <b>01</b> |
|           | A) Graphical Kernel System    B) Geographic Kernel System  |           |
|           | C) Global Kernel System    D) None of the above  |           |
| <b>b)</b> | The following is not a graphics standard   | <b>01</b> |
|           | A) GKS    B) IGES  |           |
|           | C) UNIX    D) PHIGS  |           |
| <b>c)</b> | Which of the following is not a synthetic entity?  | <b>01</b> |
|           | A) Hyperbola    B) Bezier Curve  |           |
|           | C) B-spline curve    D) Cubic spline curve   |           |
| <b>d)</b> | In the following three-dimensional modelling techniques. Which do not require much computer time and memory? | <b>01</b> |
|           | A) Surface modeling    B) Solid modeling   |           |
|           | C) Wireframe modeling    D) All of the above   |           |
| <b>e)</b> | 1 D Span element has.....node  | <b>01</b> |
|           | A) 1    B) 2    C) 3    D) 4   |           |
| <b>f)</b> | Expansion of line DDA algorithm is   | <b>01</b> |
|           | A) Digital difference analyzer    B) Direct differential analyzer  |           |
|           | C) Digital differential analyzer    D) Data differential analyzer  |           |
| <b>g)</b> | The two-dimensional translation equation in the matrix form is   | <b>01</b> |
|           | A) $P' = P + T$ B) $P' = P - T$ C) $P' = P * T$ D) $P' = P$  |           |
| <b>h)</b> | To generate a rotation , we must specify   | <b>01</b> |
|           | A) Rotation angle $\theta$ B) Distances dx and dy  |           |
|           | C) Rotation distance    D) All of the above  |           |
| <b>i)</b> | The two-dimensional scaling equation in the matrix form is   | <b>01</b> |
|           | A) $P' = P + T$ B) $P' = S * P$ C) $P' = P * R$ D) $P' = R + S$  |           |
| <b>j)</b> | Triangular (quadratic) has .....node   | <b>01</b> |
|           | A) 3    B) 6    C) 9    D) 12  |           |
| <b>k)</b> | The number of pixels stored in the frame buffer of a graphics system is known as                             | <b>01</b> |
|           | A) Resolution    B) Depth  |           |
|           | C) Resalution    D) None of the above  |           |



- d) \_\_\_\_\_ is used for detecting mouse motion. **01**
  - A) Optical sensor
  - B) Rollers on the bottom of mouse
  - C) Both a and b
  - D) Sensor
- m) An accurate and efficient raster line-generating algorithm is **01**
  - A) DDA algorithm
  - B) Mid-point algorithm
  - C) Parallel line algorithm
  - D) Bresenham's line algorithm
- n) On raster system, lines are plotted with **01**
  - A) Lines
  - B) Dots
  - C) Pixels
  - D) None of the mentioned

**Attempt any four questions from Q-2 to Q-8**

- Q-2 Attempt all questions**
  - a) What do you understand by analytic curves and synthetic curves? **07**
  - b) Generate a straight line connecting two points (1, 2) and (8, 6) using DDA algorithm. **07**

- Q-3 Attempt all questions**
  - a) What is inverse transformation? Obtain the inverse transformation matrices for the following operations: **07**
    - i) Translation
    - ii) Rotation
    - iii) Scaling
    - iv) Reflection
  - b) What do you understand by geometry and topology in solid modeling? **04**
  - c) What is geometric modeling? **03**

- Q-4 Attempt all questions**
  - a) Generate a straight line connecting two points (21, 11) and (26, 15) using Bresenham's algorithm. **07**
  - b) Write a 3\*3 transformation matrix for the following effects: **07**
    - i) Scale the image to be a twice as large and then translate it 1 unit to the left.
    - ii) Sale X direction to be half as large and then rotate anticlockwise by 90° about the origin.
    - iii) Rotate anticlockwise about origin by 90° and then scale the X direction by half as large.
    - iv) Translate down 0.5 unit, right 0.5 unit and then rotate anticlockwise by 45°.

- Q-5 Attempt all questions**
  - a) A square with an edge length of 10 units is located on the origin with one of edge at an angle of 30° with the +X axis. Calculate the new position of the square if it is rotated by an angle 30° in the clockwise direction. **07**
  - b) What do you understand by C-rep and B-rep approaches? Compare them. **07**

- Q-6 Attempt all questions**
  - a) What do you understand by parametric and non-parametric **07**



representation of surface?

- b) Why standardization is needed in computer graphics? State the various graphics standards available. **07**

**Q-7 Attempt all questions**

- a) Distinguish between direct and indirect data exchange translators. **07**  
b) What do you understand by 2D, 2 ½ D and 3D wire frame models? **04**  
c) What is the element connectivity? **03**

**Q-8 Attempt all questions**

- a) Explain the following terms used in optimization: **07**  
i) Design Vector  
ii) Design Constraints  
iii) Objective Function
- b) Consider the bar shown in Figure 1. An axial load  $F = 20000 \text{ N}$  is applied as shown. Using the finite element method find the following: **07**  
i) Determine the nodal displacement  
ii) Determine the stress in each section  
iii) Determine the reaction forces

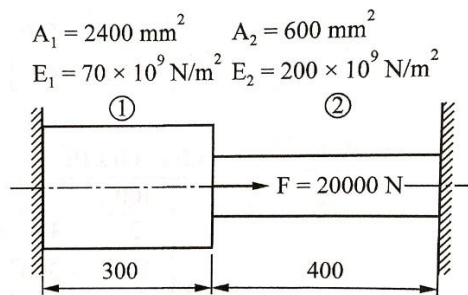


Figure: 1

