



Virtual University

About Us

CS602
Solved Final Term Paper 1

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Year
2017

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بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

In the Name of Allāh, the Most Gracious, the Most Merciful

Paper Pattern

MCQS 40 each 1 mark
Short 4 each 2 marks
Short 4 each 3 marks
long 4 each 5 marks

Question No : 1 of 52	Marks: 1 (Budgeted Time 1 Min)
Dot product of two vectors result in ----- quantity,	
<p>Answer (Please select your correct option)</p> <p>WWW.VirtualAcademyLive.com</p> <p><input type="radio"/> Scalar correct</p> <p><input type="radio"/> Vectors</p> <p><input type="radio"/> None of all</p> <p><input type="radio"/> Magnitude</p> <p>Made by: Waqar Siddhu</p>	
Question No : 2 of 52	Marks: 1 (Budgeted Time 1 Min)
Einstein, among other well known names in the world of science, His theory of relativity maintains that space and time are merely different aspects of the ----- thing.	
Einstein, among other well known names in the world of science, made a special study of time in relation to his research in physics. His theory of relativity maintains that space and time are merely different aspects of the same thing.	
<p>Answer (Please select your correct option)</p> <p>WWW.VirtualAcademyLive.com</p> <p><input type="radio"/> Non of the given</p> <p><input type="radio"/> Unknown</p> <p><input type="radio"/> Different</p> <p><input type="radio"/> Same correct</p> <p>Made by: Waqar Siddhu</p>	

Question No : 3 of 52

Marks: 1 (Budgeted Time 1 Min)

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has ----- requirements.

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has unique requirements, the OpenGL code in many programs can be used as is.

page 303

Answer (Please select your correct option)

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☐ None of the given

☐ Compatibility

☐ Same

☐ Unique

correct

Made by: Waqar Siddhu

Question No : 4 of 52

Marks: 1 (Budgeted Time 1 Min)

The rate at which light intensity decreases at a greater distance is called as -----.

Light in the real world loses its intensity as the inverse square of the distance from the light source to the surface being illuminated. However, when put into practice, this seemed to drop off the light intensity in too abrupt a manner and then not to vary too much after the light was far away.

page 290

Answer (Please select your correct option)

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☐ Lambertian Shading

☐ Light Intensity

☐ Light Decrement

☐ Light Attenuation

correct

Made by: Waqar Siddhu

Question No : 5 of 52

Marks: 1 (Budgeted Time 1 Min)

In order to get a more realistic representation of lighting, we'll need to understand how light passes through a medium and how hitting the boundary layer at the ----- of two media can affect light's properties.

To do this, we'll need to understand how light passes through a medium and how hitting the boundary layer at the intersection of two media can affect light's properties.

page 296

Answer (Please select your correct option)

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☐ Intersection

correct

☐ Union

☐ Endpoints

☐ Edges

Made by: Waqar Siddhu

Question No : 6 of 52

Marks: 1 (Budgeted Time 1 Min)

What makes this really challenging to model is that the index of refraction for most materials is a function of the----- of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing ----- of light.

What makes this really challenging to model is that the index of refraction for most materials is a function of the wavelength of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing wavelengths of light.

page 299

Answer (Please select your correct option)

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☐ Reflecting angle, Reflecting angle

☐ Refracting angle, Refracting angle

☐ Frequency, Frequency

☐ Wavelength, Wavelength

correct

Made by: Waqar Siddhu

Question No : 7 of 52

Marks: 1 (Budgeted Time 1 Min)

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

page 300

Answer (Please select your correct option)

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☐ True

correct

☐ False

Made by: Waqar Siddhu

Question No : 8 of 52

Marks: 1 (Budgeted Time 1 Min)

NURBS stands for-----.

NURBS (Non Uniform Rational Beta Splines)

page 225

Answer (Please select your correct option)

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☐ Non Universal Rational Binary Spline

☐ Non Uniform Rational Binary Splines

☐ Non Uniform Rational Beta Splines

correct

☐ Non Universal Rational Beta Splines

Made by: Waqar Siddhu

Question No : 9 of 52

Marks: 1 (Budgeted Time 1 Min)

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are -----.

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are cubic polynomials.

page 331

Answer (Please select your correct option)

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- ☐ Binary polynomials
- ☐ Mono polynomials
- ☐ Quadratic polynomials
- ☐ Cubic polynomials

correct

Made by: Waqar Siddhu

Question No : 10 of 52

Marks: 1 (Budgeted Time 1 Min)

With similar expressions for $y(u)$ and $z(u)$. Again the a, b, c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the $x(u), y(u)$, and $z(u)$ expressions into a single vector equation $P(u)=$ -----.

With similar expressions for $y(u)$ and $z(u)$. Again the a, b, c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the $x(u), y(u)$, and $z(u)$ expressions into a single vector equation :

$$p(u) = au^3 + bu^2 + cu + d$$

page 331

Answer (Please select your correct option)

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- ☐ $Au^4 + bu^3 + cu^2 + d$
- ☐ $Au^3 + bu^2 + cu^2 + d$
- ☐ $Au^3 + bu^2 + cu + d$
- ☐ $Au^2 + bu^1 + cu + d$

correct

Made by: Waqar Siddhu

Question No : 11 of 52

Marks: 1 (Budgeted Time 1 Min)

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, First we have $UA=UNP$ then Simply

A=-----

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, using Equations 9, 10 and 13. First we have

$$GP = UNP \quad (14)$$

$$A = NP$$

pag 333

Answer (Please select your correct option)

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- ☐ None of the given
- ☐ UP
- ☐ NP
- ☐ UN

correct

Made by: Waqar Siddhu

Question No : 12 of 52

Marks: 1 (Budgeted Time 1 Min)

Bezier curve is the ideal standard for representing the ----- piecewise polynomial curves.

Bezier curve is the ideal standard for representing the more complex piecewise polynomial curves.

page 238

Answer (Please select your correct option)

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☐ None of the given

☐ Non complex

☐ Most complex

☐ More complex

correct

Made by: Waqar Siddhu

Question No : 13 of 52

Marks: 1 (Budgeted Time 1 Min)

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the ----- are perpendicular to the vector from the surface to the viewpoint.

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the normal vectors are perpendicular to the vector from the surface to the viewpoint.

pagw 345

Answer (Please select your correct option)

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☐ None of the given

☐ Unit vectors

☐ Tangent vectors

☐ Normal vectors

correct

Made by: Waqar Siddhu

Question No : 14 of 52

Marks: 1 (Budgeted Time 1 Min)

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite -----, but there's an easy way to increase the accuracy of the approximation.

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite small, but there's an easy way to increase the accuracy of the approximation.

Answer (Please select your correct option)

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☐ Medium

☐ Large

☐ Small

☐ None of the given

correct

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Question No : 15 of 52

Marks: 1 (Budgeted Time 1 Min)

A recursive ----- technique can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied.

A recursive subdivision technique such as the one described in Example 5 can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied

Answer (Please select your correct option)

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☐ None of the given

☐ Addition

☐ Multiplication

☐ Subdivision

correct

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Question No : 16 of 52

Marks: 1 (Budgeted Time 1 Min)

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ----- meaning broken, various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word fractus meaning broken, uneven: any of various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

page 352

Answer (Please select your correct option)

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☐ Fractus

correct

☐ Frectul

☐ Fratus

☐ Fractul

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Question No : 17 of 52

Marks: 1 (Budgeted Time 1 Min)

The ----- is most simple example that exhibits the property self similarity.

The fern is typical of many plants in that it exhibits self similarity

page 255

Answer (Please select your correct option)

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☐ Mosse

☐ Fern

correct

☐ Thohar

☐ None of the given

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Question No : 18 of 52

Marks: 1 (Budgeted Time 1 Min)

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a -----.

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a camera.

page 372

Answer (Please select your correct option)

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☐ None of the given☐ Rendering☐ Transformation☐ Camera

correct

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Question No : 19 of 52

Marks: 1 (Budgeted Time 1 Min)

Projection transformations, that construct a 4×4 matrix M , which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation $v'=Mv$, Remember that vertices always have ----- coordinates, though in most cases w is 1 and for two-dimensional data z is 0.

To specify viewing, modeling, and projection transformations, we construct a 4×4 matrix M , which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation (Remember that vertices always have four coordinates (x, y, z, w) , though in most cases w is 1 and for two-dimensional data z is 0).

Answer (Please select your correct option)

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☐ One☐ Two☐ Four☐ Three

correct

page 373

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Question No : 20 of 52

Marks: 1 (Budgeted Time 1 Min)

The viewing transformation can be specified, the current matrix is set to the ----- matrix with `glLoadIdentity()`. This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix.

the current matrix is set to the identity matrix with `glLoadIdentity()`. This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix.

pag 375

Answer (Please select your correct option)

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☐ Rectangular☐ Square☐ Identity☐ Normal

correct

Made by: Waqar Siddhu

Question No : 21 of 52

Marks: 1 (Budgeted Time 1 Min)

----- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Two basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

page 376

Answer (Please select your correct option)

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☐ Five

☐ Two

correct

☐ Three

☐ Four

Made by: Waqar Siddhu

Question No : 22 of 52

Marks: 1 (Budgeted Time 1 Min)

Rendering a Lit Sphere having steps required to add lighting to our scene. Define ----- vectors for each vertex of all the objects. These vectors determine the orientation of the object relative to the light sources.

Rendering a Lit Sphere

These are the steps required to add lighting to our scene. Define NORMAL vectors for each vertex of all the objects. These NORMALS determine the orientation of the object relative to the light sources.

page 398

Answer (Please select your correct option)

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☐ Unit

☐ Normal

correct

☐ Transformation

☐ None of given

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Question No : 23 of 52

Marks: 1 (Budgeted Time 1 Min)

Triangle fans, conceptually, look like the folding fans you see in shops.

Triangle fans, conceptually, look like the folding fans you see in Asian souvenir shops.

Answer (Please select your correct option)

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☐ False

☐ True

correct

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Question No : 24 of 52

Marks: 1 (Budgeted Time 1 Min)

Dark lights are nothing more than lights in which one or more of the color values are _____.

Answer (Please select your correct option)

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☐ Unknown

☐ Negative

correct

☐ Null

☐ Positive

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Question No : 25 of 52

Marks: 1 (Budgeted Time 1 Min)

Which is the oldest in given types of the shading?

nai pta

Answer (Please select your correct option)

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☐ Flat Shading

☐ Phong Shading

☐ None of all

☐ Gouraud Shading

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Question No : 26 of 52

Marks: 1 (Budgeted Time 1 Min)

_____ is used for circumference of a circle.

The perimeter C of a circle is called the circumference, and is given by
 $C = 2 \pi r$

page 59

Answer (Please select your correct option)

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☐ $2r$

☐ $2 \pi c$

☐ 2π

☐ None of the given

correct

Made by: Waqar Siddhu

Question No : 27 of 52

Marks: 1 (Budgeted Time 1 Min)

Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

nai pta

Answer (Please select your correct option)

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☐ None of the given

☐ Better

ya lag rha ha

☐ Worse

☐ Almost same

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Question No : 28 of 52

Marks: 1 (Budgeted Time 1 Min)

Save a line with both endpoints inside all clipping boundaries is called as _____.

Trivial Accept - save a line with both endpoints inside all clipping boundaries.

page 141

Answer (Please select your correct option)

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☐ None of the given

☐ Total inside

☐ Trivial Reject

☐ Trivial Accept

correct

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Question No : 29 of 52

Marks: 1 (Budgeted Time 1 Min)

Tomography is the technique used in _____.

Answer (Please select your correct option)

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☐ X-rays photography

correct

☐ Pixel paint

☐ Entertainment

☐ Artis's paintbrush

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Question No : 30 of 52

Marks: 1 (Budgeted Time 1 Min)

_____ polygons are clipped correctly by Sutherland-Hodgeman Algorithm.

The Sutherland-Hodgeman clipping algorithm clips any polygon against a convex clip polygon.

248

Answer (Please select your correct option)

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☐ Convex

correct

chek may b all but mention with this only

☐ Concave

☐ Complex

☐ All of the given

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Question No : 31 of 52

Marks: 1 (Budgeted Time 1 Min)

The axonometric projection is _____ where the direction of projection makes same angle with all three axes.

The most common axonometric projection is an isometric projection where the projection plane intersects each coordinate axis in the model coordinate system at an equal distance or the direction of projection makes equal angles with all of the three principal axes

page 196

Answer (Please select your correct option)

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☐ Oblique projection

☐ Trimetric projection

☐ Diametric projection

☐ Isometric projection

correct

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Question No : 32 of 52

Marks: 1 (Budgeted Time 1 Min)

Texture mapping is a technique for interpolating _____ over the triangle being rasterized.

Texture mapping is a technique for interpolating an image over the triangle being rasterized.

page 218

Answer (Please select your correct option)

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☐ None of the given

☐ Colors in the image

☐ Image

correct

☐ Shape in image

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Question No : 33 of 52

Marks: 1 (Budgeted Time 1 Min)

We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

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- ☐ Point
- ☐ Parallel
- ☐ Spot
- ☐ None of the given

correct

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Question No : 34 of 52

Marks: 1 (Budgeted Time 1 Min)

_____ can be defined as a mapping of point $P(x, y, z)$ onto its image $P'(x', y', z')$ in the view plane which constitutes the display surface.

Projection can be defined as a mapping of point $P(x, y, z)$ onto its image $P'(x', y', z')$ in the projection plane or view plane, which constitutes the display surface

page 262

Answer (Please select your correct option)

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- ☐ Mapping plane
- ☐ Three Coordinate Planes
- ☐ View plane
- ☐ Projection

correct

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Question No : 35 of 52

Marks: 1 (Budgeted Time 1 Min)

The reflected light wave turns out to be a / an _____ case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

The reflected light wave turns out to be a simple case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

page 296

Answer (Please select your correct option)

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- ☐ Unknown
- ☐ Simple
- ☐ Complex
- ☐ Abnormal

correct

Made by: Waqar Siddhu

Question No : 36 of 52

Marks: 1 (Budgeted Time 1 Min)

Computer graphics is very helpful in producing graphical representations for scientific visualization.

Computer graphics is very helpful in producing graphical representations for scientific visualization

page 9

Answer (Please select your correct option)

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False

☐

True

☐

correct

Made by: Waqar Siddhu

Question No : 37 of 52

Marks: 1 (Budgeted Time 1 Min)

When light strike with the thick colored lacquer surface it perform the following steps.

Consider a thick colored lacquer surface. The lacquer itself is transparent, but suspended in the lacquer are reflective pigment off of which light gets reflected,

page 241

Answer (Please select your correct option)

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reflected

☐

correct

bounced, altered

☐

split, shifted

☐

All of the given

☐

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Question No : 38 of 52

Marks: 1 (Budgeted Time 1 Min)

Spotlights have ____ angles associated with them.

Spotlights have two angles associated with them.

page 244

Answer (Please select your correct option)

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2

☐

correct

3

☐

4

☐

5

☐

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Question No : 39 of 52

Marks: 1 (Budgeted Time 1 Min)

There are various types of transformations as we have seen, in case of 2D transformations, these include:

repeat

Answer (Please select your correct option)

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☐ Scaling

☐ Rotation

☐ Translation

☐ All of the given

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Question No : 40 of 52

Marks: 1 (Budgeted Time 1 Min)

When we perform the rotation about Z-axis

$$x' = x \cos \theta$$

$$y' = y \sin \theta$$

The value of

Answer (Please select your correct option)

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☐ $\sin \theta$

☐ $\tan \theta$

☐ $\cos \theta$

☐ z

correct

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Question No : 41 of 52

Marks: 2 (Budgeted Time 4 Min)

Write down the names of four areas in which developers use OpenGL for 2D and 3D graphics?

Answer (Please click here to Add Answer)

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Question No : 42 of 52

Marks: 2 (Budgeted Time 4 Min)

Give vector equation for a plane curve using second degree polynomial?

Answer ([Please click here to Add Answer](#))

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Question No : 43 of 52

Marks: 2 (Budgeted Time 4 Min)

What is the basic unit of time in animation?

Answer ([Please click here to Add Answer](#))

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Question No : 44 of 52

Marks: 2 (Budgeted Time 4 Min)

For line clipping, briefly describe the following two cases.

- Trivial Accept
- Trivial Reject

Answer ([Please click here to Add Answer](#))

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Question No : 45 of 52

Marks: 3 (Budgeted Time 6 Min)

Write down the procedure to use one-dimensional evaluator?

Answer ([Please click here to Add Answer](#))

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Question No : 46 of 52

Marks: 3 (Budgeted Time 6 Min)

Write down the possible behavior of light when hitting the boundary layer at the intersection of two media?

Answer ([Please click here to Add Answer](#))

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Question No : 47 of 52

Marks: 3 (Budgeted Time 6 Min)

Explain following figure in term of drawing curve:



Answer ([Please click here to Add Answer](#))

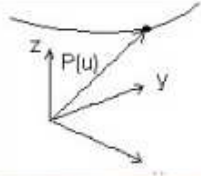
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Question No : 47 of 52

Marks: 3 (Budgeted Time 6 Min)



Answer ([Please click here to Add Answer](#))

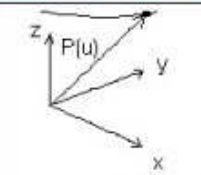
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Question No : 47 of 52

Marks: 3 (Budgeted Time 6 Min)



Answer ([Please click here to Add Answer](#))

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Question No : 48 of 52

Marks: 3 (Budgeted Time 6 Min)

Suppose you are working on a project. You are required to make projections which are perpendicular or parallel to the view plane. What type of projection you will use for it and what are the types of this projection?

Answer ([Please click here to Add Answer](#))

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Question No : 49 of 52

Marks: 5 (Budgeted Time 10 Min)

What is meant by word "image rendering"?

Answer ([Please click here to Add Answer](#))

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Question No : 50 of 52

Marks: 5 (Budgeted Time 10 Min)

Why do we use curves? What are the advantages of using curves?

Answer ([Please click here to Add Answer](#))

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Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

$$\begin{aligned}x_1 &= d_x \\x_2 &= \frac{1}{27}a_x + \frac{1}{9}b_x + \frac{1}{3}c_x + d_x \\x_3 &= \frac{8}{27}a_x + \frac{4}{9}b_x + \frac{2}{3}c_x + d_x\end{aligned}$$

Answer ([Please click here to Add Answer](#))

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Question No : 51 of 52

Marks: 5 (Budgeted Time 10 Min)

$$x_2 = \frac{1}{27}a_x + \frac{1}{9}b_x + \frac{1}{3}c_x + d_x$$

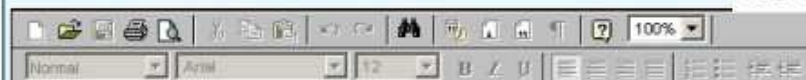
$$x_3 = \frac{8}{27}a_x + \frac{4}{9}b_x + \frac{2}{3}c_x + d_x$$

$$x_4 = a_x + b_x + c_x + d_x$$

By using given data find the values of a_x, b_x, c_x & d_x ?

Answer ([Please click here to Add Answer](#))

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Question No : 52 of 52

Marks: 5 (Budgeted Time 10 Min)

Given are the points that lie on a plane P1,

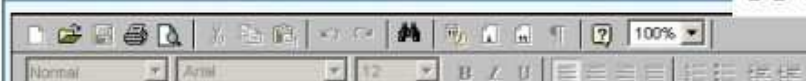
P1<2,0,3,0,4,0>

P2<1,0,5,0,4,0>

P3<7,0,6,0,2,0>

Answer ([Please click here to Add Answer](#))

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Question No : 52 of 52

Marks: 5 (Budgeted Time 10 Min)

P1<2,0,3,0,4,0>

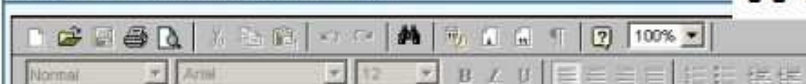
P2<1,0,5,0,4,0>

P3<7,0,6,0,2,0>

You are required to find the equation of a normal to the plane P1.

Answer ([Please click here to Add Answer](#))

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