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Course: B.Voc, Program: Production-Tool and Die Manufacturing
Subject: CAD-I, Code ME-601
Semester: III

Time: 03 Hours

Max Marks:35

Instructions to the Students:

1. This Question paper consists of two Sections. All sections are compulsory.
2. Section A comprises 10 questions of short answer type. All questions are compulsory. Each question carries 1 marks.
3. Section B comprises 8 long answer type questions out of which students must attempt any 5. Each question carries 5 marks.
4. Do not write anything on the question paper.

Q.No.	SECTION –A (SHORT ANSWER TYPE QUESTIONS)	Marks
1. a	What is a Graphic display?	(1)
b	Define output primitives.	(1)
c	Define transformation used in CAD.	(1)
d	Define Projection.	(1)
e	Define the geometry and topology.	(1)
f	What is Surface Modelling?	(1)
g	Discuss the command of CAD software.	(1)
h	Define DVST?	(1)
i	Define Display?	(1)
j	Define pixel value?	(1)

SECTION –B (LONG ANSWER TYPE QUESTIONS)

2. Differentiate between orthographic & Isometric Projection with neat sketches. (5)
3. Explain the concept of Surface representation with suitable diagram and example. (5)

4. Explain Geometry & Topology in solid modelling. (5)
5. Discuss the difference between boundary representation and sweep representation with neat diagram. (5)
6. Explain types of Coordinate system used in CAD. (5)
7. Draw and explain the constructional detail of B- spline curve with neat diagram and applications (5)
8. Differentiate between parabola and hyperbola with suitable example and neat diagrams. (5)
9. What is transformation? Explain 2D & 3D transformation with suitable diagram and applications. (5)

===END OF PAPER===