**Solution is taken from a student who submitted his assignment and this is for you all understand how your assignments should look like**

# Assignment # 1

## (Solution)

## Answer 1:

a) **Screen resolution** means number of distinct pixels in each dimension that can be displayed. Sometimes it is also referred as pixels/inch$^2$.

**Screen resolution is very important when viewing**, as a Pixel or PEL is smallest area that a display device can illuminate. And in drawing objects or writing characters, higher the resolution will give the smooth object. In low resolution output object looks as in fragmented parts. High resolution provides the effect of reality.

b) **Display Devices**

1) Cathode Ray Tubes. They are commonly used in Televisions, Oscilloscopes, and computer monitors. Wide viewing angle, very natural colors, and is suitable for general purpose and some special purpose environment.

2) Liquid Crystal Displays. They are widely being used as Computer monitors now a day, due to less weight, low occupying space and very low radiation. They are also used as television screens. Suitable for offices and academic use.

3) Plasma Screens. It is also being used a television screen, Due to many advantages over LCD screens like Wide viewing angle. Very suitable for large displays. Suitable for display centers and TV lounges.

4) Virtual reality devices. These are used in games and in some demonstration works. Due to high cost, they are not so common as compared to other devices.

## Answer 2:

In this technique, the equation of circle is used. We just consider distance of x and y from the center points $x_c$ and $y_c$ . And define distance of circle from center points as radius r. And draw circle varying $x_c$ and $y_c$ to x and y with the length r.