Std : 6

Ch : 9 Graphics in Basic – 256

Textual Exercises

Que. A Tick the correct answer :

1. _____ area will display pictures, shapes and graphics that you create.
   - **a.** Text Output Area   b. Program Area   **c. Graphics Output Area**
2. In Basic - 256 , you can apply colors in drawings and text by _____ ways.
   - a. Three   **b. Two**   c. Four
3. _____ command is used to clear the Graphics Output Screen.
   - a. CLS   **b. CLG**   c. END
4. _____ command is used to resize the Graphics Output area.
   - a. Polygon   b. Circle   **c. Graphsize**
5. To see the output , Click on the _____ button on the toolbar.
   - a. **Run**   b. Debug   c. Undo

Que. B Write True and False statements.

1. In Basic – 256 , you can apply colors either by name or by RGB value.   [T]
2. To print the string, no need to enclose it in double quotes.   [F]
3. END command is used to terminate the program.   [T]
4. Text Output area will display pictures, Shapes, and graphics that you create.   [F]
5. RGB stands for Red, Green and Blue which are the Primary colors.   [T]

Que. C Fill in the blanks :

1. Graphics Output area is made of many tiny parts called **Pixels**.
2. In RGB, value of red, green and blue defines the **Intensity** of the color between 0 and 255 .
3. You can make a triangle with colorful line using **Line** command.
4. The default size of Graphics Output area is **300 x 300** Pixels.

Que. D Define the Following :

1. LINE Command : This Command draws a line between two points on the screen.
   Syntax : LINE (x1 , y1) , (x2 , y2)

2. CIRCLE Command: We can draw the colorful circles on the screen by giving a radius around the specific location. To draw a circle on the screen , we have to set the point by coordinates x and y, which acts as a center and then the radius.
   Syntax : CIRCLE x,y,r

---

3. RECT Command : We can draw a rectangle in the Graphics Output area by using RECT Command.
   The top left corner of the rectangle is specified as x and y coordinates , and then width and height from this point.
   Syntax: RECT x, y , Width , Height

4. POLY Command : We can draw the polygon shapes in the Graphics Output Area by using POLY Command. A Polygon is a closed shape with many sides. All the sides of a polygon are determined by the pair of x and y coordinates.
   Syntax : POLY {x1, y1 , x2, y2 , x3, y3, x4, y4, ……………}

Que. E Answer in one two sentences.

1. What is Graphics Output Area?

Ans : BASIC- 256 has a built-in Graphics Output area which lets the user draw different shapes and figures very easily. This area is made of many tiny parts called Pixels, which are of different colors.

2. What is the default size of Graphics Output Area?

Ans : The default size of Graphics Output Area is 300 x (Vertical Rows) and 300 y (Horizontal Columns) Pixels.

3. Name the commands for Graphics Output area.

Ans : CLG , END , TEXT , FONT , LINE , CIRCLE , RECT and Poly Command.

Answer in one word:

1. What is called the area is made of many tiny parts?

Ans : Pixels

2. What is the other name of Graphics Output Area?

Ans: Graph Paper

3. How many ways colors are represented ? Name them.

Ans : Two : By Name and By RGB Value

4. What is the full form of RGB?

Ans : Red, Green and Blue

5. Which command is used to clear graphics output screen?

Ans : CLG

6. Which command is used to display numbers as well as text as an output in the Text Output Area?

Ans : Print

7. Which command is used to draw line between two points on the screen?

Ans : Line command

8. Which command is used to draw a rectangle in the Graphics Output area?

Ans : RECT Command

9. Which command is used to draw colorful circles by giving radius around the specific location ?

Ans : CIRCLE Command

10. Which command is used to draw the polygon shapes in the Graphics Output Area ?

Ans : POLY command