

Name: _____

Computer Display Test (Out of 34 Marks)

1. How does a computer store data on a certain color? Which three colors are mixed to create one color on the screen? (5)

ANSWERS SHOULD BE SIMILAR TO THESE:

The Computer uses the colors red green and blue to create a color on the screen. It uses these colors are stored with an intensity from 0 to 255 (on a 24-bit setting) and intensity is changed as the colors on the screen need to be changed.

2. Why is it good enough for a computer monitor to be able to display about 16 million different colors? (2)

The human eye can only see about 10,000,000 colors, so it doesn't matter if the monitor can display 10 million or 10 billion colors.

3. a) What are the two types of monitors which are most commonly used today? What are some of their advantages (list 4 for each)? (10)

First Monitor Type: LCD	Second Monitor Type: CRT
Light, energy efficient, thin, less eye strain, more crisp images	Less expensive, brighter pictures, faster refresh rate, can be used with most video cards

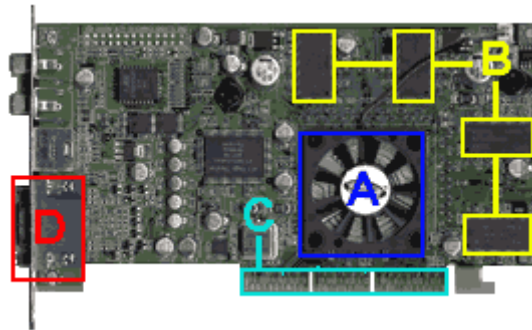
4. a) Given the current prices of both of these monitors, which one would you recommend that a home user buys? Why?(2)

CRT Monitor, it is less expensive, and brighter.

- b) Which one of the monitors would you recommend to businesses? Why? (2)

LCD Monitors. They consume less electricity, saving the business money. Also they cause less eye strain, so the workers can work more efficiently because they do not have eye strain.

5. Identify the four major parts of a Video Card: (4)



A: GPU
B: Memory
C: AGP Connector
D: Display Connector

6. Even though some programs look like they are rendered in 3D, they are only rendered in 2D. How is this effect Achieved? (3)

The program is drawn in such a way that it looks like it is 3d because of the shadows and other things that make it look 3d, while the shadow is not actually drawn, only a darker color is used.

7. a) What are the two most popular types of rendering that today's Video Cards use? (2)

1. Immediate Mode Rendering
2. Tile-Based Rendering

- b) Which of the two types of rendering is more efficient? Why? (4)

Tile Based Rendering is more efficient because it has to do much less texturing. It only textures what the monitor displays, and does not texture objects which cannot be seen, or parts of objects which cannot be seen.