

0428001

B.C.A. 4<sup>th</sup> Semester Examination, June-2024

COMPUTER APPLICATION

(Computer Graphics &amp; Multimedia Application)

Question Booklet Series

C

Code : 401

(To be filled in by the Candidate / निम्न पूर्तियाँ परीक्षार्थी स्वयं भरें)

[ Maximum Marks : 75

| अधिकतम अंक : 75

Roll No. (in figures) - \_\_\_\_\_

[ Time : 2 Hours

अनुक्रमांक (अंकों में)

| समय : 2 घण्टे

Roll No. (in words) \_\_\_\_\_

अनुक्रमांक (शब्दों में)

Enrolment No. (in figures) \_\_\_\_\_

Name of Exam Centre

परीक्षा केन्द्र का नाम

Signature of Invigilator

कक्ष निरीक्षक के हस्ताक्षर

*Instructions to the Examinee :*

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer all 100 questions in the OMR Answer-Sheet provided and **not in the question booklet**. All questions carry equal marks.
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.

(Remaining Instructions on last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को सभी 100 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। सभी प्रश्नों के अंक समान हैं।
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गये हों या प्रश्न एक से अधिक बार छप गए हों या उसमें किसी अन्य प्रकार की कमी हो, उसे तुरन्त बदल लें।

(शेष निर्देश अन्तिम पृष्ठ पर)

1. How many types of hidden surface algorithm are?  
(A) 1  
(B) 2  
(C) 3  
(D) 4
2. The algorithm of hidden surface are:  
(A) Object space method  
(B) Image space method  
(C) Both (A) and (B)  
(D) None of these
3. The types of hidden surface removal algorithm are:  
(A) Z-buffer  
(B) Back face removal  
(C) Scan line algorithm  
(D) All of these
4. When sound included in the animation, it become  
(A) Audio  
(B) Video  
(C) Both (A) & (B)  
(D) None of these
5. The animation graphics can be created by \_\_\_\_\_  
(A) Hand  
(B) Computer assistance  
(C) Both (A) & (B)  
(D) None of these
6. In the depth buffer method which buffer is/are used?  
(A) Depth Buffer  
(B) Refresh buffer  
(C) Frame buffer  
(D) (A) and (B) both
7. Which surface algorithm is based on perspective depth?  
(A) Area subdivision method  
(B) Depth Comparison  
(C) Back face removal  
(D) Z-buffer or depth buffer algorithm
8. When we see any object we see \_\_\_\_\_ light from the object  
(A) Incident  
(B) Reflected  
(C) (A) and (B) Both  
(D) None of these
9. Which of the following is not a component of memory tube display?  
(A) Flooding gun  
(B) Collector  
(C) Ground  
(D) Liquid crystal
10. Random scan monitors are also referred as \_\_\_\_\_  
(A) Stroke writing display  
(B) Calligraphic display  
(C) Vector display  
(D) All of these

11. The method which is based on the principle of comparing objects and part of objects to each other to find which are visible and which are hidden are called \_\_\_\_\_
- (A) Object space method  
(B) Image space method  
(C) Both (A) & (B)  
(D) None of these
12. Match the following-
- (A) Graphics (i) It uses the intensity from an illumination model to determine the light intensity for all the projected pixel position.
- (B) Pixel (ii) Are represented in computer graphics by a set of pixels
- (C) Image (iii) The memory area holds the set of intensity values for all screen points
- (D) Rendering (iv) Are visual or pictorial representation
- (A) A-I, B-II, C-III, D-IV  
(B) A-II, B-III, C-IV, D-I  
(C) A-IV, B-III, C-II, D-I  
(D) None of these
13. Choose the correct statement:
- Statement 1: Raster scan display has poor resolution because picture definition is stored as an intensity value.
- Statement 2: Random scan display has high resolution because it stores picture definition as a set of live commands.
- (A) Only statement 1 is correct  
(B) Only statement 2 is correct  
(C) Both 1 and 2 are correct  
(D) Both 1 and 2 are incorrect
14. Choose the correct statement:
- Statement 1: In Random scan display refresh rate is 60 to 80 per second.
- Statement 2: In raster scan display refresh rate is 60 to 80 per second.
- (A) Only statement 1 is correct  
(B) Only statement 2 is correct  
(C) Both 1 and 2 are correct  
(D) Both 1 and 2 are incorrect
15. The convex polygon boundary that enclose a set of control point is called the \_\_\_\_\_
- (A) Plane surface  
(B) Curved line  
(C) Convex hull  
(D) Spline

16. \_\_\_\_\_ and \_\_\_\_\_ are the representations of spatial partitioning.
- (A) Octree and Binary space tree
  - (B) AVL tree and Octree
  - (C) Octree and BST
  - (D) None of these
17. DVD stand for \_\_\_\_\_
- (A) Digital vanue disk
  - (B) Digital versatile disk
  - (C) Digital video disk
  - (D) None of these
18. What are the basic building blocks of multimedia?
- (A) Text
  - (B) Image
  - (C) Animation
  - (D) All of these
19. The method which is based on the principle of checking the visibility point at each pixel position on the projection plane are called \_\_\_\_\_?
- (A) Object space method
  - (B) Image space method
  - (C) Both (A) and (B)
  - (D) None of these
20. Which is a tree type of data structure in which every internal node has at most four children?
- (A) Point quad tree
  - (B) Edge quad tree
  - (C) Quad tree
  - (D) Binary tree
21. The array are used with scan line coherence algorithm are \_\_\_\_\_
- (A) For intensity value
  - (B) For depth value
  - (C) Both (A) and (B)
  - (D) None of these
22. The animation can be defined as a collection of images played in:
- (A) Not sequence
  - (B) Defined sequence
  - (C) Both (A) and (B)
  - (D) None of these
23. How many data elements for each region in quad tree data structure?
- (A) 2
  - (B) 4
  - (C) 6
  - (D) 8
24. Which clipping algorithm is used for polygon clipping?
- (A) Liang-Barsky
  - (B) Sutherland-Hodgeman
  - (C) Both (A) and (B)
  - (D) DDA algorithm

25. Which is not an input device?
- Touch screen
  - Keyboard
  - Mouse
  - Plotter
26. Which among the below sets of colour are generally known as the primary colours of light?
- White, yellow, blue
  - Red, green, blue
  - Red, green, black
  - Black, white, red
27. With respect to CRT, the horizontal retrace is defined as:
- The path an electron beam takes when returning to the left side of the CRT
  - The path an electron beam takes when returning to the right side of the CRT
  - Both of the above
  - None of the above
28. DDA algorithm is used for:
- Line generation
  - Circle generation
  - Both of these
  - None of these
29. Bresenham give algorithm for:
- Line generation
  - Circle generation
  - Both of these
  - None of these
30. Find out the slope of line using Bresenham's algorithm, consider the line from (10, 20) to (50, 80):
- $m=1.5$
  - $m=1$
  - $m=1.2$
  - None of these
31. Consider a rectangular window whose lower left corner is at (-3, 1) and upper right corner is at (2, 6) what is the 4-bit area code for the end points of the line PQ having co-ordinates (-4, 2) and (-1, 8)?
- $P \rightarrow 0001, Q \rightarrow 0001$
  - $P \rightarrow 1010, Q \rightarrow 1001$
  - $P \rightarrow 0001, Q \rightarrow 1000$
  - $P \rightarrow 0000, Q \rightarrow 0110$
32. ----- is not a common bit map based file type extension
- ODT
  - TIFF
  - PNG
  - PCX
33. Translate a square ABCD with the co-ordinate A (0, 0), B (5, 0), C (5, 5), D (0, 5) by 2 unit in X-direction and 3 units in Y-direction. Co-ordinated after translation
- [[2, 3, 1], [7, 3, 1] [7, 8, 1] [2, 8, 1]]
  - [[2, 3, 3] [7, 3, 3,] [7, 8, 2] [2, 8, 1]]
  - [[2, 3, 1] [7, 3, 1] [2, 8, 1] [7, 8, 1]]
  - [[5, 4, 1] [2, 3, 1] [7, 6, 1] [8, 2, 1]]

34. Perform a  $45^\circ$  rotation of a triangle A (0, 0), B (1, 1), C (5, 2) about the origin. What are the new co-ordinates?

(A)  $\left\| \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \\ 2 \end{bmatrix} \begin{bmatrix} 7 \\ 2 \\ 2 \end{bmatrix} \right\|$

(B)  $\left\| \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \\ 7 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \\ 1 \end{bmatrix} \right\|$

(C)  $\left\| \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} \begin{bmatrix} 0 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \\ 1 \end{bmatrix} \right\|$

(D)  $\left\| \begin{bmatrix} 3 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \\ 2 \end{bmatrix} \begin{bmatrix} 7 \\ 2 \\ 1 \end{bmatrix} \begin{bmatrix} 3 \\ 2 \\ 7 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \\ 1 \end{bmatrix} \right\|$

35. Which of the following statements defines computer graphics?

- (A) It refers to designing plans
- (B) It means designing computers
- (C) It refers to designing images
- (D) None of the mentioned

36. Among the given scientists/inventor who is known as the father of graphics?

- (A) Nikola Tesla
- (B) Ivan Sutherland
- (C) Ada Lovelace
- (D) Marie Curie

37. Which of the following are the features of computer graphics?

- (A) Creation and deletion of images of computer only
- (B) Deletion and manipulation of graphical images by computer
- (C) Creation and manipulation of graphics by computer
- (D) Creation of artificial images by computer only

38. Which of the following is a computer Graphics type?

- (A) Raster and vector
- (B) Raster and scalar
- (C) Scalar only
- (D) All of the above

39. Which of the following plane is used for 2D transformations?

- (A) Three-dimensional plane
- (B) Two-dimensional plane
- (C) One-dimensional plane
- (D) Four-dimensional plane

40. In perspective projection, which of the following is the point where all lines will appear to meet?

- (A) Projectors
- (B) Projection plane
- (C) Point of projection
- (D) Vanishing point

41. Who is the first user of computer graphics?

- (A) William Fetter
- (B) Ivan Edward Sutherland
- (C) Ada Lovelace
- (D) Nicholas Williams

42. Which of the following is the purpose for using clipping in computer graphics?

- (A) Copying
- (B) Zooming
- (C) Adding graphics
- (D) Removing objects and lines

43. In a graphical system, an array of pixels in the picture are stored in which of the following locations?
- (A) Frame buffer
  - (B) Processor
  - (C) Memory
  - (D) All of the above
44. Curves in computer graphics is primarily used for which of the following function?
- (A) To draw different types of objects onto the screen
  - (B) Zooming out a picture
  - (C) Copying a picture
  - (D) Zooming in a picture
45. Which of the following is used in graphics workstation as input devices to accept voice commands?
- (A) Speech recognizers
  - (B) Touch panels
  - (C) None of the mentioned
  - (D) All of the mentioned
46. Which of the following is defined as the process of elimination of parts of a scene outside a window or a viewport?
- (A) Editing
  - (B) Cutting
  - (C) Plucking
  - (D) Clipping
47. Which of the following is known as the window opened on the raster graphics screen in which the image will be displayed?
- (A) Interface window
  - (B) World window
  - (C) World co-ordinate system
  - (D) Screen co-ordinate system
48. Which of the following operations can be used to zoom in or out around any axis on a three-dimensional object from its original position?
- (A) Rotation
  - (B) Shearing
  - (C) Scaling
  - (D) Translation
49. Among the following process, which process is known as the elimination of parts of a scene outside a window or a viewport?
- (A) Editing
  - (B) Plucking
  - (C) Cutting
  - (D) Clipping
50. How many axes do 3D graphics consist of?
- (A) Two axes
  - (B) Three axes
  - (C) Five axes
  - (D) One axis

51. Which of the following is the most commonly used boundary representation for a 3-dimensional graphics object?
- (A) Volume polygon
  - (B) System polygon
  - (C) Data polygon
  - (D) Surface polygon
52. Which of the following is commonly known as frame buffer on a black and white system with one bit per pixel?
- (A) Bit map
  - (B) Pix map
  - (C) Multi map
  - (D) All of the mentioned
53. Which of the following algorithm is a faster method for calculating pixel positions?
- (A) Parallel line algorithm
  - (B) Mid-point algorithm
  - (C) DDA line algorithm
  - (D) Bresenham's line algorithm
54. If the boundary is specified in a single color, and if the algorithm proceeds pixel by pixel until the boundary color is encountered is known as:
- (A) Parallel curve algorithm
  - (B) Flood-fill-algorithm
  - (C) Scan-line fill algorithm
  - (D) Boundary-fill algorithm
55. What does an aspect ratio mean?
- (A) Ratio of vertical points to horizontal points
  - (B) Ratio of vertical points to horizontal points to vertical points
  - (C) Number of pixels
  - (D) Ratio of horizontal points to vertical points
56. Which of the following is a correct abbreviation of DDA algorithm?
- (A) Data differential analyzer
  - (B) Direct differential analyzer
  - (C) Digital difference analyzer
  - (D) Digital differential analyzer
57. The Cohen-Sutherland algorithm divides the region into how many spaces?
- (A) 9
  - (B) 8
  - (C) 7
  - (D) 6
58. GUI stands for:
- (A) Graphics uniform interaction
  - (B) Graphical user interaction
  - (C) Graphical user interface
  - (D) None of the above



59. Graphics can be:
- (A) Simulation
  - (B) Drawing
  - (C) Movies and photographs
  - (D) All of the above
60. CAD stands for:
- (A) Computer art design
  - (B) Computer aided design
  - (C) Car art design
  - (D) None of the above
61. The components of interactive computer graphics are:
- (A) A monitor
  - (B) Display controller
  - (C) Frame buffer
  - (D) All of the above
62. A user can make any change in the image using:
- (A) Interactive computer graphics
  - (B) Non-interactive computer graphics
  - (C) Both (A) and (B)
  - (D) None of the above
63. The higher number of pixels gives us a \_\_\_\_\_ image
- (A) Better
  - (B) Worst
  - (C) Smaller
  - (D) None of the above
64. Which of the following is the primarily used output device:
- (A) Video monitor
  - (B) Scanner
  - (C) Speaker
  - (D) Printer
65. Which of the following equation is used in 2-D translation to move to point  $(x, y)$  to the new point  $(x', y')$ ?
- (A)  $x' = x + tx$  and  $y' = y + tx$
  - (B)  $x' = x - tx$  and  $y' = y - ty$
  - (C)  $x' = x + tx$  and  $y' = y + ty$
  - (D)  $x' = x + tx$  and  $y' = y - ty$
66. The process of repositioning an object along a circular path is called:
- (A) Translation
  - (B) Rotation
  - (C) Scaling
  - (D) None of the above
67. A positive value of the rotation angle:
- (A) Rotates an object in the clockwise direction
  - (B) Rotates an object in the anti clockwise direction
  - (C) Both of the above
  - (D) None of the above
68. Which image files are lossy format?
- (A) GIF
  - (B) MPEG
  - (C) JPEG
  - (D) PNG

69. Which of the following is a technique to blend two or more images to form a new image?
- (A) Modeling
  - (B) Warping
  - (C) Animating
  - (D) Morphing
70. Expand JPEG:
- (A) Joint Processor Expert Group
  - (B) Joint Photographic Expression Gross
  - (C) Joint Photographic Experts Group
  - (D) Joint Photographic Expression Group
71. Which of the following is a computer-based presentation technique?
- (A) Multimedia
  - (B) Slide
  - (C) Data processing
  - (D) Tutorial
72. How many categories of image file compressions are there?
- (A) 4
  - (B) 3
  - (C) 2
  - (D) 6
73. Which of the following is the characteristics of a multimedia system?
- (A) High storage
  - (B) High Datarates
  - (C) Both of these
  - (D) None of these
74. In a rotation, by how much angle is the object rotated?
- (A) 45 degree
  - (B) 90 degree
  - (C) 180 degree
  - (D) 360 degree
75. If two pure refections about a line passing through the origin are applied successively the result is \_\_\_\_\_
- (A) Pure rotation
  - (B) Quarter rotation
  - (C) Half rotation
  - (D) True rotation
76. What is the determinant of the pure reflection matrix?
- (A) 1
  - (B) 0
  - (C) -1
  - (D) 2

77. Which of the following is not true?  
Image formed by reflection through a plane mirror is \_\_\_\_\_
- (A) Of same size
  - (B) Same orientation
  - (C) Virtual
  - (D) Is at same distance from the mirror
78. In 3D Graphics, which of the following statements about perspective and parallel projection is/are true.
- P. In a perspective projection, the farthest an object is from the center of projection the smaller it appears
- Q. Parallel Projection is equivalent to as perspective projection where the viewer is standing infinitely far away.
- R: Perspective projection do not preserve straight line
- (A) P and R Only
  - (B) P, Q, and R
  - (C) Q and R only
  - (D) P and Q only
79. Which of the following is a computer Graphics curve?
- (A) Bezier curves
  - (B) Implicit curves
  - (C) Explicit curves
  - (D) All of the above
80. \_\_\_\_\_ types of translation are present in computer graphics.
- (A) 5
  - (B) 3
  - (C) 4
  - (D) 6
81. Bitmap is a collection of \_\_\_\_\_ that describes an image
- (A) Pixels
  - (B) Algorithms
  - (C) Bits
  - (D) Colors
82. Which of the following is defined as the number of pixels stored in the frame buffer of a graphics system?
- (A) Resolution and refraction
  - (B) Resolution
  - (C) Depth
  - (D) None of these
83. Which of the following represents shearing? <https://www.msustudy.com>
- (A)  $(x, y) \rightarrow (x+a, x+b)$
  - (B)  $(x, y) \rightarrow (ax, by)$
  - (C)  $(x, y) \rightarrow (x \cos(\theta) + y \sin(\theta), -x \sin(\theta) + y \cos(\theta))$
  - (D)  $(x, y) \rightarrow (x+at, y+bx)$
84. If a  $3 \times 3$  matrix shears in X direction, how many elements of it are 'I'?
- (A) 2
  - (B) 3
  - (C) 6
  - (D) 5

85. Shearing is also termed as?

- (A) Selecting
- (B) Sorting
- (C) Scaling
- (D) Skewing

86. Match the following :

- |                   |   |
|-------------------|---|
| (A) Animation     | (i) In this technique a story board is laid out and then the artists draw the major frames of the animation |
| (B) Key frame     | (ii) In this technique each character is drawn on a separate piece of paper                                 |
| (C) Cel Animation | (iii) It is a technique where images are copied from the moving video into an animation.                    |
| (D) Rotoscoping   | (iv) Moving something that can not move its own   |

- (A) A-IV, B-III, C-II, D-I
- (B) A-IV, B-I, C-II, D-III
- (C) A-I, B-II, C-III, D-IV
- (D) None of these

87. Cell animation is \_\_\_\_\_.

- (A) 2D
- (B) 3D
- (C) Virtual reality
- (D) None of the above

88. Key frames are \_\_\_\_\_.

- (A) In between frames
- (B) Transition frames
- (C) Starting and ending frames
- (D) None of the above

89. Morphing is a \_\_\_\_\_ technique.

- (A) Picture enhancing technique
- (B) Picture manipulation
- (C) Transformation from one image to another
- (D) None of the above

90. Motion capture \_\_\_\_\_.

- (A) Recording movements of objects
- (B) Video shooting of an object
- (C) A motion picture
- (D) None of the above

91. Images using lines and curves are \_\_\_\_\_.

- (A) Vectors
- (B) Spreadsheets
- (C) Raster
- (D) None of the above

92. Angle of incidence \_\_\_\_\_.  
 (A) Angle in y-axis  
 (B) The relative angle between a light surface and the light source  
 (C) Angle in X-axis  
 (D) Angle in mid point
93. Simulation is \_\_\_\_\_.  
 (A) Intimation of a situation  
 (B) Encouragement  
 (C) Speeding action  
 (D) Story board
94. Anti-aliasing \_\_\_\_\_.  
 (A) Removing  
 (B) Aligning  
 (C) Kerning  
 (D) Blending harsh contours
95. In which of the following projection, the object size differ when look from different distances.  
 (A) Parallel projection  
 (B) Cavalier projection  
 (C) Perspective projection  
 (D) Cabinet projection
96. What is/are the use/uses of multimedia?  
 (A) Creating industries  
 (B) Education and Journalism  
 (C) Entertainment  
 (D) All of the above
97. \_\_\_\_\_ are/is the stage/stages of multimedia project  
 (A) Planning and costing  
 (B) Design and production  
 (C) Testing  
 (D) All of the above
98. The surface that is blocked or hidden from view in a 3D scene are known as-  
 (A) Hidden surface  
 (B) Frame buffer  
 (C) Qud tree  
 (D) None of these
99. The problem of hidden surface are:  
 (A) Removal of hidden surface  
 (B) Identification of hidden surface  
 (C) Both (A) & (B)  
 (D) None of these
100. Why we need removal of hidden surface?  
 (A) For displaying realistic view  
 (B) For determining the closest visible surface  
 (C) Both (A) and (B)  
 (D) None of these

4. Four alternative answers are mentioned for each question as A, B, C & D in the booklet. The candidate has to choose the most correct/appropriate answer and mark the same in the OMR Answer-Sheet as per the direction :

**Example :**

**Question :**

- Q. 1    (A)    (B)    (C)    (D)
- Q. 2    (A)    (B)    (C)    (D)
- Q. 3    (A)    (B)    (C)    (D)

Illegible answers with cutting or over-writing or half filled circle will be cancelled.

5. In case the candidate does not fill the appropriate circle in the OMR Answer-Sheet and leave blank 'Zero' mark will be given.
6. The candidate has to mark answers on the OMR Answer-Sheet with black or blue ball point pen only carefully as per directions.
7. There will be no negative marking.
8. Examinee must handover the answer sheet to the invigilator before leaving the examination hall and can carry the used question booklet with them.
9. Rough-work, if any, should be done on the blank page provided for the purpose at the end of booklet.
10. Write your Roll Number and other required details in the space provided on the title page of the booklet and on the OMR Answer-Sheet with ball point pen. **Do not use lead pencil.**
11. To bring and use log-book, calculator, pager, smart watch & cellular phone in examination hall is prohibited.

4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर A, B, C तथा D हैं। परीक्षार्थी को उन चारों विकल्पों में से एक सबसे सही अथवा सबसे उपयुक्त उत्तर छँटना है। उत्तर को OMR आन्सर-शीट में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

**उदाहरण :**

**प्रश्न :**

- प्रश्न 1    (A)    (B)    (C)    (D)
- प्रश्न 2    (A)    (B)    (C)    (D)
- प्रश्न 3    (A)    (B)    (C)    (D)

अपठित उत्तर या ऐसे उत्तर जिन्हें काटा या बदला गया है, गोलों में आधा भरकर दिया गया उत्तर निरस्त कर दिया जाएगा।

5. यदि परीक्षार्थी OMR आन्सर-शीट में उपयुक्त गोलों को नहीं भरता है और आन्सर-शीट को खाली छोड़ देता है, तो 'शून्य' अंक प्रदान किया जाएगा।
6. अभ्यर्थी को प्रश्नों के उत्तर OMR आन्सर-शीट पर केवल काले या नीले बाल प्वाइंट पेन से सतर्कतापूर्वक निर्देशानुसार अंकित करने होंगे।
7. निगेटिव मार्किंग नहीं है।
8. परीक्षार्थी उत्तर-पत्रक परीक्षा भवन छोड़ने से पहले कक्ष निरीक्षक को सौंप दें तथा प्रयुक्त प्रश्न पुस्तिका ले जा सकते हैं।
9. कोई भी रफ-कार्य, प्रश्न-पुस्तिका के अन्त में, रफ-कार्य के लिए दिए खाली पेज पर ही किया जाना चाहिए।
10. प्रश्न-पुस्तिका के मुखपृष्ठ पर तथा OMR आन्सर-शीट पर निर्धारित स्थान में अनुक्रमांक तथा अन्य विवरण बाल प्वाइंट पेन से ही भरें। पेन्सिल का प्रयोग न करें।
11. परीक्षा कक्ष में लॉग-बुक, कैल्कुलेटर, पेजर, स्मार्ट घड़ी तथा सैल्युलर फोन ले जाना तथा उसका उपयोग करना वर्जित है।