Assignment-1

COMPUTER GRAPHICS LAB

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➤ PART-1

o Grid.java

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class Grid extends Applet implements ActionListener, MouseWheelListener
  int originX, originY;
  int height, width;
  int gap = 20;
  Button b1 = new Button(" + ");
  Button b2 = new Button(" - ");
  public void init() {
    setBackground(new Color(232, 249, 253));
    b1.setBackground(new Color(31, 70, 144));
    b2.setBackground(new Color(255, 229, 180));
    add(b1);
    add(b2);
    addMouseWheelListener(this);
    b1.addActionListener(this);
   b2.addActionListener(this);
 public void paint(Graphics g) {
    q.setColor(Color.BLACK);
    height = getHeight();
    width = getWidth();
    originX = (getX() + width) / 2;
    originY = (getY() + height) / 2;
    drawXaxis(q);
    drawYaxis(g);
    drawOriginCircle(g);
    drawGrid(g);
    g.setColor(Color.green);
    g.fillOval(
      originX + (1 * gap) - gap / 4,
      originY - (1 * gap) - gap / 4,
      gap / 2,
      gap / 2
```

```
);
public void drawOriginCircle(Graphics q) {
 g.setColor(Color.RED);
 g.fillOval(originX - 5, originY - 5, 10, 10);
public void plotPoint(Graphics g, int x, int y, Color c) {
 g.setColor(c);
 g.fillOval(
    originX + (x * gap) - gap / 4,
    originY - (y * gap) - gap / 4,
    gap / 2,
    gap / 2
  );
public void drawXaxis(Graphics g) {
 g.setColor(Color.BLUE);
 g.fillRect(∅, originY - 2, width, 4);
public void drawYaxis(Graphics g) {
 g.setColor(Color.BLUE);
 g.fillRect(originX - 2, 0, 4, height);
public void drawGrid(Graphics g) {
 drawHorizontalLines(g);
 drawVeritcalLines(g);
public void drawHorizontalLines(Graphics g) {
  g.setColor(Color.red);
 int xCord = 0;
 for (int i = originX; i <= width; i += gap, xCord++) {</pre>
    g.drawLine(i, ∅, i, height);
    g.drawString(String.valueOf(xCord), i, originY + gap - gap / 4);
 xCord = 0;
```

```
for (int i = originX; i \ge 0; i -= gap, xCord--) {
      q.drawLine(i, 0, i, height);
      g.drawString(String.valueOf(xCord), i, originY + gap - gap / 4);
 public void drawVeritcalLines(Graphics g) {
   q.setColor(Color.red);
   int yCord = 0;
   for (int i = originY; i <= height; i += gap, yCord--) {</pre>
      g.drawLine(∅, i, width, i);
      if (yCord != 0) g.drawString(String.valueOf(yCord), originX, i + gap -
5);
   yCord = 0;
   for (int i = originY; i >= 0; i -= gap, yCord++) {
      g.drawLine(∅, i, width, i);
      if (yCord != 0) g.drawString(String.valueOf(yCord), originX, i + gap -
5);
 public void actionPerformed(ActionEvent e) {
   if (e.getSource() == b1) zoom(10);
   if (e.getSource() == b2) zoom(-10);
 public void mouseWheelMoved(MouseWheelEvent e) {
   int z = e.getWheelRotation();
    zoom(z);
 public void zoom(int i) {
    if (gap + i >= 5 \&\& gap + i <= 300) {
     gap += i;
      repaint();
```

o Grid.html

```
<html>
    <head> </head>
    <body>
        <applet code="Grid.class" width="800" height="600"></applet>
        </body>
    </html>
```

o Screenshots

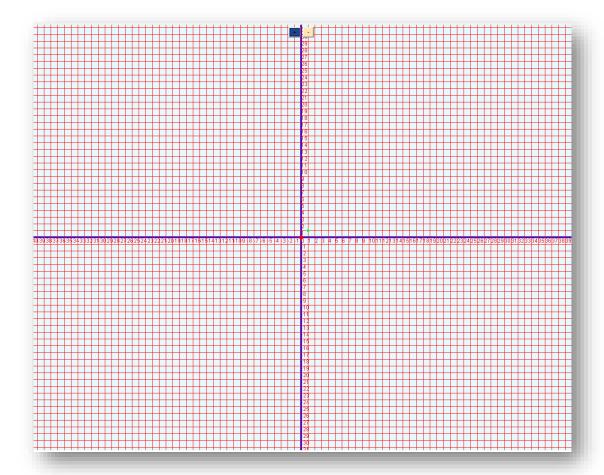


Figure 1-Zoom-Out View

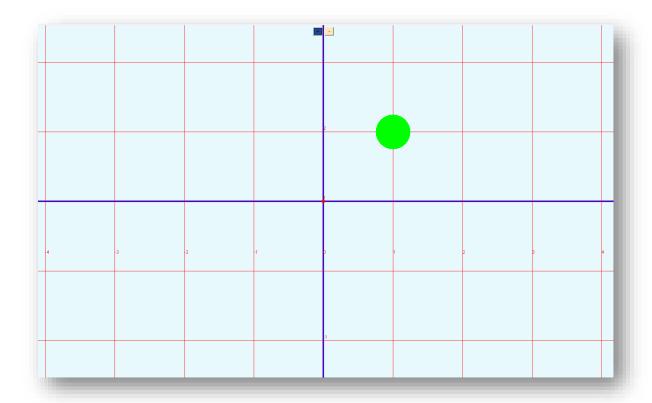


Figure 2-Zoomed-In View

➤ PART-2

o Grid.java

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;
public class Grid extends Applet implements ActionListener, MouseWheelListener
  int originX, originY;
  int height, width;
  int gap = 20;
  Button b1 = new Button(" + ");
  Button b2 = new Button(" - ");
 public void init() {
    setBackground(new Color(232, 249, 253));
    b1.setBackground(new Color(31, 70, 144));
    b2.setBackground(new Color(255, 229, 180));
    add(b1);
    add(b2);
    addMouseWheelListener(this);
    b1.addActionListener(this);
   b2.addActionListener(this);
 public void paint(Graphics g) {
    q.setColor(Color.BLACK);
    height = getHeight();
   width = getWidth();
    originX = (getX() + width) / 2;
    originY = (getY() + height) / 2;
    drawXaxis(q);
    drawYaxis(g);
    drawOriginCircle(g);
    drawGrid(g);
    plotPoint(g, -10, -10, Color.green);
    drawLine(g);
    drawSquare(g);
```

```
public void drawOriginCircle(Graphics g) {
  q.setColor(Color.RED);
  g.fillOval(originX - 5, originY - 5, 10, 10);
public void plotPoint(Graphics g, int x, int y, Color c) {
  g.setColor(c);
  g.fillOval(
    originX + (x * gap) - gap / 4,
    originY - (y * gap) - gap / 4,
    gap / 2,
    gap / 2
  );
public void drawXaxis(\overline{Graphics} \overline{g}) {
  g.setColor(Color.BLUE);
  g.fillRect(∅, originY - 2, width, 4);
public void drawYaxis(Graphics g) {
 g.setColor(Color.BLUE);
  g.fillRect(originX - 2, 0, 4, height);
public void drawGrid(Graphics g) {
  drawHorizontalLines(g);
  drawVeritcalLines(q);
public void drawHorizontalLines(Graphics g) {
  g.setColor(Color.yellow);
  int xCord = 0;
  for (int i = originX; i <= width; i += gap, xCord++) {</pre>
    g.drawLine(i, ∅, i, height);
    g.drawString(String.valueOf(xCord), i, originY + gap - gap / 4);
  xCord = 0;
  for (int i = originX; i \ge 0; i -= gap, xCord--) {
    g.drawLine(i, ∅, i, height);
    g.drawString(String.valueOf(xCord), i, originY + gap - gap / 4);
```

```
public void drawVeritcalLines(Graphics g) {
    q.setColor(Color.yellow);
    int yCord = 0;
   for (int i = originY; i <= height; i += gap, yCord--) {</pre>
      g.drawLine(∅, i, width, i);
      if (yCord != 0) g.drawString(String.valueOf(yCord), originX, i + gap -
5);
   yCord = 0;
   for (int i = originY; i >= 0; i -= gap, yCord++) {
      q.drawLine(0, i, width, i);
      if (yCord != 0) g.drawString(String.valueOf(yCord), originX, i + gap -
5);
 public void actionPerformed(ActionEvent e) {
   if (e.getSource() == b1) zoom(10);
   if (e.getSource() == b2) zoom(-10);
  public void mouseWheelMoved(MouseWheelEvent e) {
   int z = e.getWheelRotation();
    zoom(z);
 public void zoom(int i) {
    if (gap + i >= 5 \&\& gap + i <= 300) {
      gap += i;
      repaint();
 public void drawLine(Graphics g) {
   int x1 = 10;
    int y1 = 10;
    int x2 = 100;
    int y2 = 100;
    while (x1 != x2 && y1 != y2) {
      plotPoint(g, x1 + 1, y1 + 1, Color.red);
     x1 = x1 + 1;
```

```
y1 = y1 + 1;
public void drawSquare(Graphics g) {
  int x1 = 10;
 int y1 = 10;
 int x2 = 10;
 int y2 = 10;
  int x3 = 50;
 int y3 = 10;
 int x4=10;
  int y4=50;
 plotPoint(g,10,10,Color.green);
 while (x1 != 50) {
   plotPoint(g, x1 + 1, y1, Color.green);
   x1 = x1 + 1;
 while (y2 != 50) {
   plotPoint(g, x2, y2 + 1, Color.green);
   y2 = y2 + 1;
 while (y3 != 50) {
   plotPoint(g, x3, y3 + 1, Color.green);
   y3 = y3 + 1;
 while (x4 != 50) {
     plotPoint(g, x4+1, y4, Color.green);
      x4 = x4 + 1;
```

o Grid.html

```
<html>
  <head> </head>
  <body>
     <applet code="Grid.class" width="800" height="600"></applet>
     </body>
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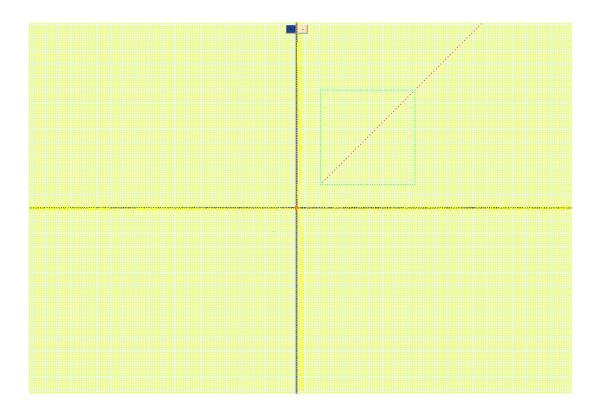


Figure 3-Square & St. Line View