LAB Assignment-02

Course title: Computer Graphics Laboratory
Course code: CSE-304
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Submitted to-

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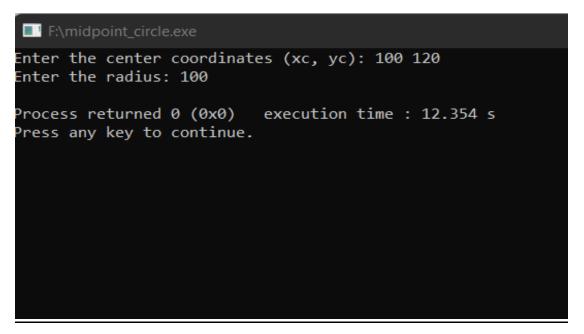
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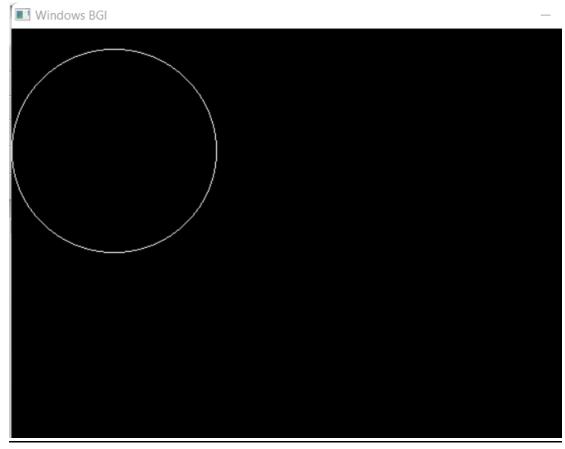
Labwork:01 Mid-Point Circle Algorithm

Source Code:

```
#include <iostream>
                                               int main()
#include <graphics.h>
void drawCircle(int xc, int yc, int radius)
                                                    int gd = DETECT, gm;
                                                    initgraph(&gd, &gm, "");
{
    int x = 0;
                                                    int xc, yc, radius;
    int y = radius;
                                                    std::cout << "Enter the center</pre>
    int decision = 1 - radius;
                                               coordinates (xc, yc): ";
    while (y >= x)
                                                    std::cin >> xc >> yc;
    {
                                                   std::cout << "Enter the radius: ";</pre>
        putpixel(xc + x, yc + y, WHITE);
                                                   std::cin >> radius;
        putpixel(xc - x, yc + y, WHITE);
                                                   drawCircle(xc, yc, radius);
        putpixel(xc + x, yc - y, WHITE);
        putpixel(xc - x, yc - y, WHITE);
        putpixel(xc + y, yc + x, WHITE);
                                                   delay(5000);
        putpixel(xc - y, yc + x, WHITE);
                                                   closegraph();
        putpixel(xc + y, yc - x, WHITE);
        putpixel(xc - y, yc - x, WHITE);
                                                   return 0;
                                               }
        if (decision <= 0)</pre>
        {
            X++;
            decision += 2 * x + 1;
        else
{
            y--;
            X++;
            decision += 2 * (x - y) + 1;
        }
}
```

Output:





<u>Labwork:02</u> Scan Conversion of Ellipse

Source Code:

```
#include <iostream>
                                              putpixel(xc - x, yc + y, WHITE);
                                                      putpixel(xc + x, yc - y,
#include <graphics.h>
void drawEllipse(int xc, int yc, int rx,
                                              WHITE);
int ry)
                                                      putpixel(xc - x, yc - y,
                                              WHITE);
{
    int x = 0;
                                                      if (d2 > 0)
    int y = ry;
    // Decision parameter for region 1
                                                      {
    int d1 = (ry * ry) - (rx * rx * ry) +
                                                          y--;
                                                          dy = dy - (2 * rx * rx);
(0.25 * rx * rx);
                                                          d2 = d2 + (rx * rx) - dy;
    int dx = 2 * ry * ry * x;
                                                      }
                                                      else
    int dy = 2 * rx * rx * y;
                                                      {
    while (dx < dy)
                                                          y--;
    {
                                                          X++;
                                                          dx = dx + (2 * ry * ry);
        putpixel(xc + x, yc + y, WHITE);
                                                          dy = dy - (2 * rx * rx);
        putpixel(xc - x, yc + y, WHITE);
                                                          d2 = d2 + dx - dy + (rx *
        putpixel(xc + x, yc - y, WHITE);
                                              rx);
        putpixel(xc - x, yc - y, WHITE);
                                                      }
        if (d1 < 0)
                                                  }
                                              }
        {
            X++;
            dx = dx + (2 * ry * ry);
                                              int main()
            d1 = d1 + dx + (ry * ry);
                                              {
                                                  int gd = DETECT, gm;
                                                  initgraph(&gd, &gm, "");
        else
                                                  int xc, yc, rx, ry;
                                                  std::cout << "Enter the center</pre>
X++;
                                              coordinates (xc, yc): ";
            y--;
                                                  std::cin >> xc >> yc;
            dx = dx + (2 * ry * ry);
                                                  std::cout << "Enter the x-radius</pre>
            dy = dy - (2 * rx * rx);
            d1 = d1 + dx - dy + (ry * ry);
                                              (rx): ";
                                                  std::cin >> rx;
                                                  std::cout << "Enter the y-radius</pre>
int d2 = ((ry * ry) * ((x + 0.5) * (x +
                                              (ry): ";
(0.5)) + ((rx * rx) * ((y - 1) * (y - 1)))
                                                  std::cin >> ry;
- (rx * rx * ry * ry);
    while (y >= 0)
    {
        putpixel(xc + x, yc + y, WHITE);
```

```
drawEllipse(xc, yc, rx, ry);
    delay(5000);
    closegraph();
    return 0;
}
```

Output:

```
Enter the center coordinates (xc, yc): 150 200
Enter the x-radius (rx): 100
Enter the y-radius (ry): 70

Process returned 0 (0x0) execution time : 23.952 s
Press any key to continue.
```

Windows BGI

