

LAPORAN PRAKTIKUM

GRAFIKA KOMPUTER

Dosen pengampu: Rio Priantama, S.T., M.T.I

MODUL 5



Nama : Rio Andika Andriansyah

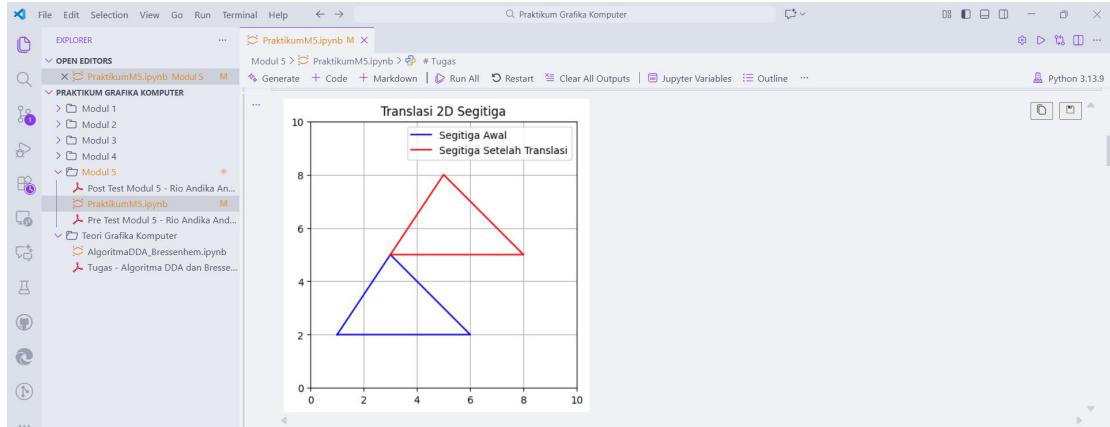
NIM : 20230810155

Kelas : TINFC-2023-04

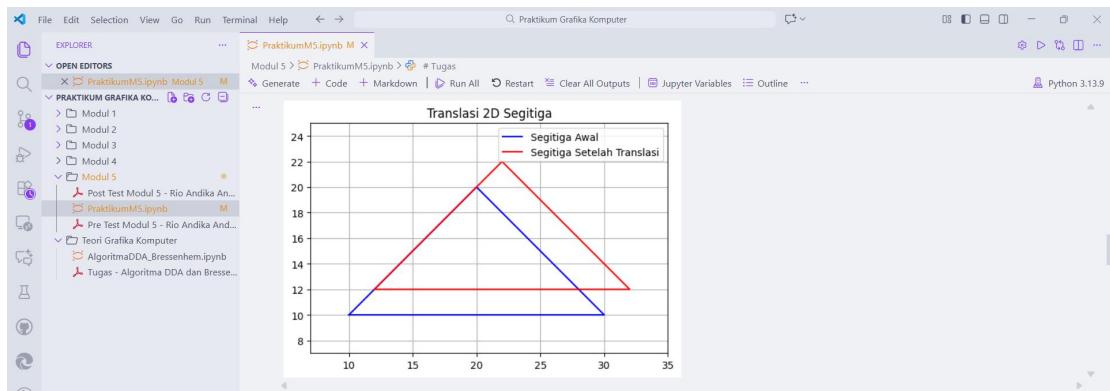
TEKNIK INFORMATIKA
FAKULTAS ILMU KOMPUTER
UNIVERSITAS KUNINGAN

PRAKTIKUM

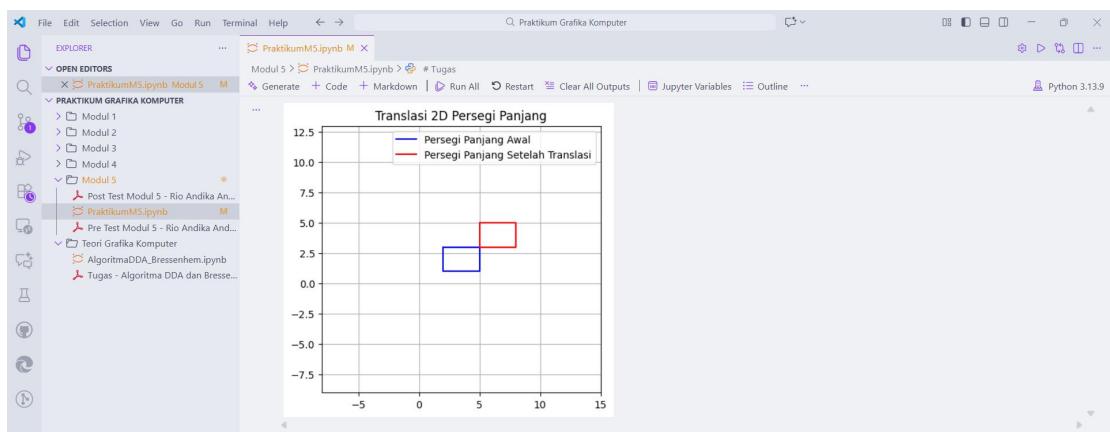
Praktikum 1



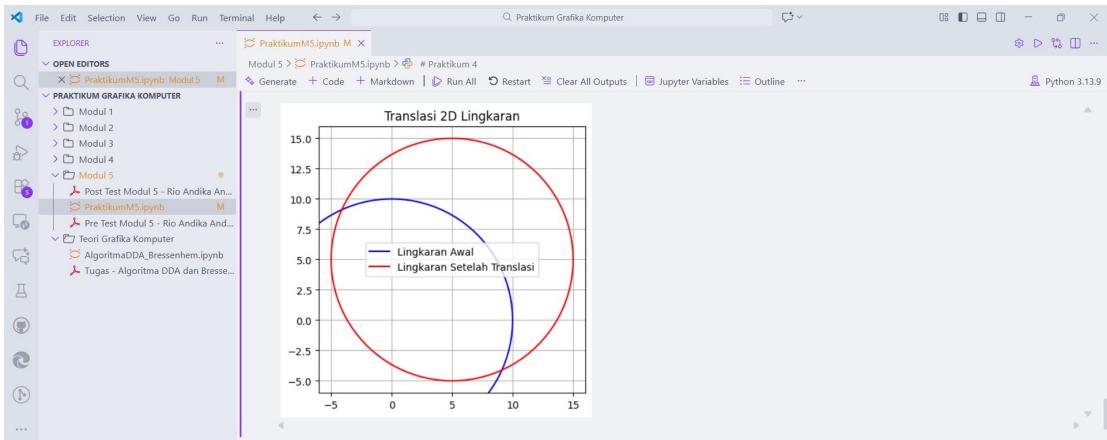
Praktikum 2



Praktikum 3

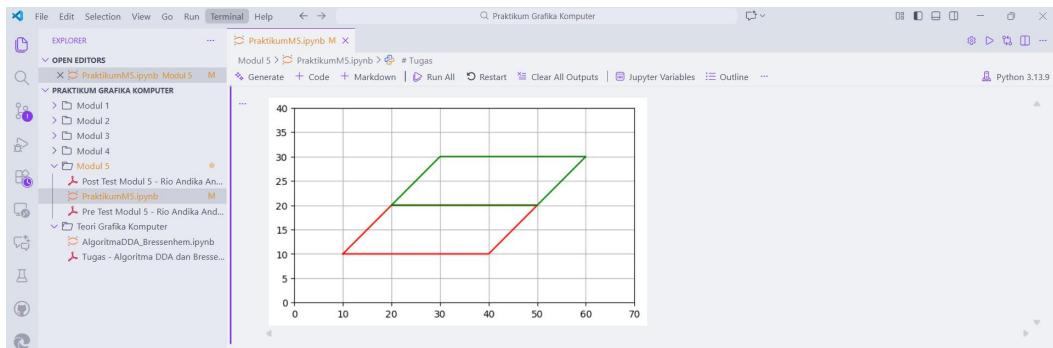


Praktikum 4



TUGAS

1. Buatlah kode program sederhana untuk menggambar lingkaran seperti gambar berikut:



Source Code:

<https://github.com/Andrian206/Praktikum-Grafika-Komputer/tree/main/Modul%205>

