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Course:-BSc-IT(6<sup>th</sup> Sem)  
Subject:-INFORMATION SRCURITY

### Final Prcatical

1. Write a program to rotate an object by 90 degree in clockwise direction

```
#include<stdio.h>

#include<graphics.h>

#include<math.h>

int main()

{

int gd=DETECT, r, gm, d, x1, y1, x2, y2, xn1, yn1, xn2, yn2;

float ra, si, co;

initgraph(&gd, &gm, "");

printf("Enter the value of X1 and Y1: ");

scanf("%d %d", &x1, &y1);

printf("Enter the value of X2 and Y2: ");

scanf("%d %d", &x2, &y2);

line(x1, y1, x2, y2);

printf("Enter the degree of rotation: ");

scanf("%d", &d);

xn1 = x1;

yn1 = y1;

r = x2-x1;

ra = 0.0175 * d;

si = sin(ra);
```

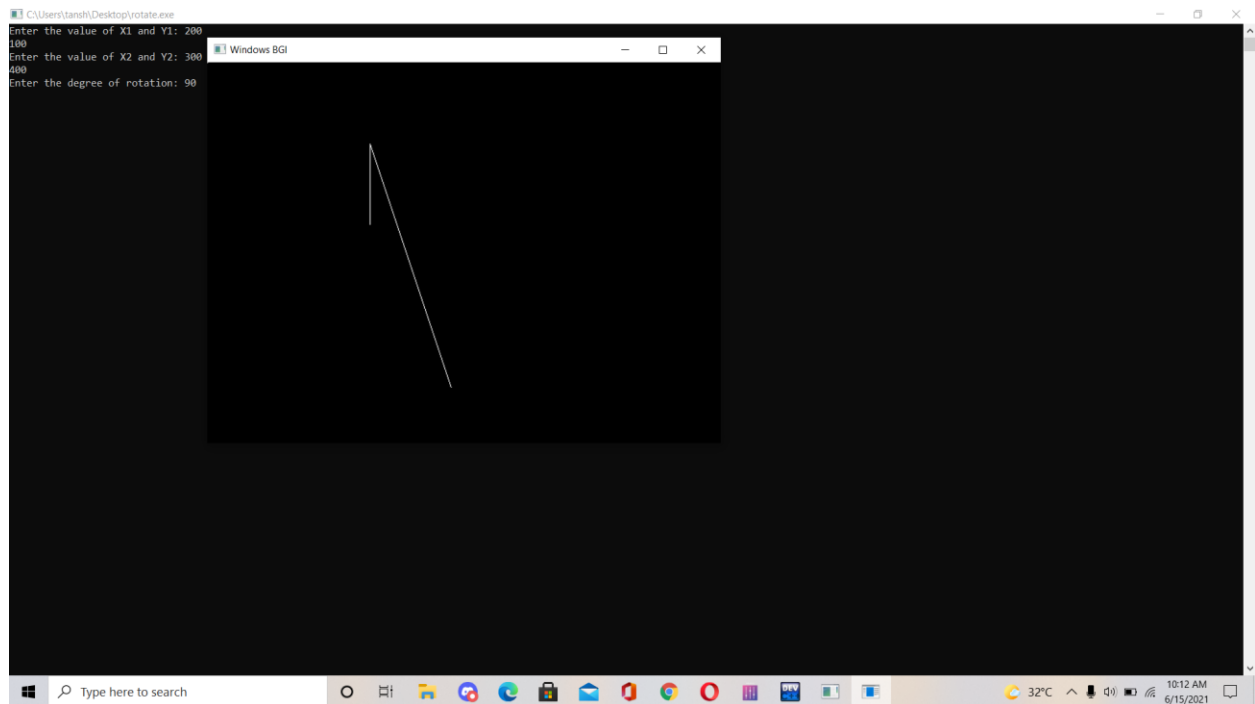
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```
co = cos(ra);  
  
xn2 = x1 + r*co + 1;  
  
yn2 = y1 + r*si + 1;  
  
line(xn1, yn1, xn2, yn2);  
  
getch();  
  
closegraph();  
  
}
```

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Write a program to draw a line using Bresenham's line generation algorithm.

```
#include<iostream>

#include<stdio.h>

#include<graphics.h>

#include<math.h>

using namespace std;

int main()

{

int graphdriver=0,graphmode,i;

float x,y,x1,y1,x2,y2,dx,dy,e;

initgraph(&graphdriver,&graphmode,NULL);

cleardevice();

cout<<"Enter the value of x1 ";

cin>>x1;

cout<<"Enter the value of Y1 ";

cin>>y1;

cout<<"Enter the value of x2 ";

cin>>x2;

cout<<"Enter the value of Y2 ";

cin>>y2;

dx=abs(x2-x1);
```

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```
dy=abs(y2-y1);  
  
x=x1;  
  
y=y1;  
  
e=2*dy-dx;  
  
i=1;  
  
while(i<=dx)  
  
{  
  
    putpixel(x,y,WHITE);  
  
    delay(60);  
  
    if(e>=0)  
  
    {  
  
        y=y+1;  
  
        e=e-2*dx;  
  
    }  
  
    else  
  
    {  
  
        x=x+1;  
  
        e=e+2*dy;  
  
        i=i+1;  
  
    }  
  
}
```

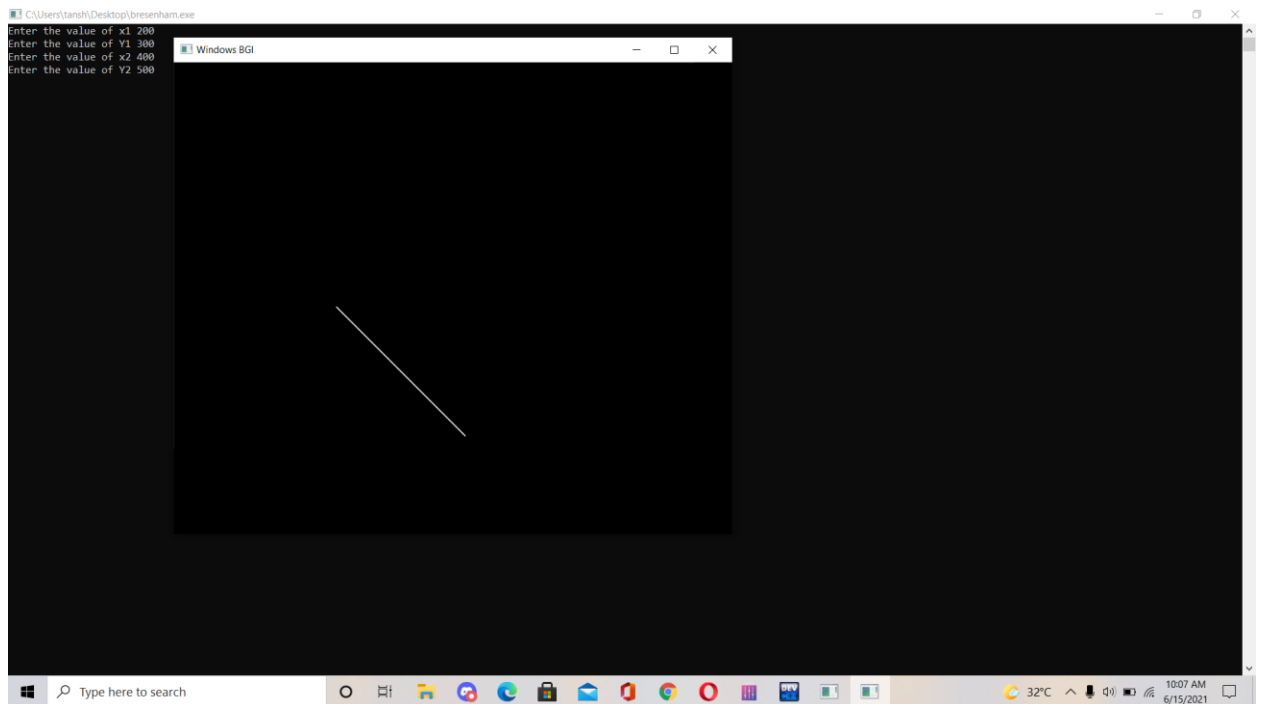
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```
getch();  
  
closegraph();  
  
return 0;  
  
}
```

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Write a program to implement Boundary-fill algorithm.

```
#include<graphics.h>

#include<stdio.h>

void boundary_fill(int x, int y, int fill_color, int bound_color)

{

if(getpixel(x,y) != fill_color && getpixel(x,y) != bound_color)

{

putpixel(x,y,fill_color);

delay(1);

boundary_fill(x+1,y,fill_color,bound_color);

boundary_fill(x,y-1,fill_color,bound_color);

boundary_fill(x-1,y,fill_color,bound_color);

boundary_fill(x,y+1,fill_color,bound_color);

boundary_fill(x-1,y-1,fill_color,bound_color);

boundary_fill(x+1,y-1,fill_color,bound_color);

boundary_fill(x-1,y+1,fill_color,bound_color);

boundary_fill(x+1,y+1,fill_color,bound_color);

}

}

int main( )

{
```



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```
int gd=DETECT,gm;  
  
initgraph(&gd,&gm,"");  
  
line(100,100,250,100);  
  
line(250,100,250,250);  
  
line(250,250,400,250);  
  
line(400,250,400,400);  
  
line(248,400,400,400);  
  
line(248,250,248,400);  
  
line(100,100,100,250);  
  
line(100,250,248,250);  
  
boundary_fill(150,150,YELLOW,WHITE);  
  
getch( );  
  
closegraph( );  
  
}
```

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