Name: Ashish Kothari
Roll No: 2221283(17)
Subject: Computer Graphics Lab

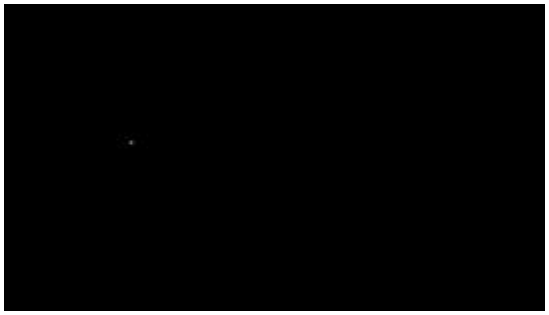
Course: BCA (VI)
Section: D1
Sub Code: PBC 601

1. Write a C program to plot a pixel on a screen.

CODE

```
#include <stdio.h> #include
<graphics.h> int main() {     int
gdriver = DETECT, gmode;
initgraph(&gdriver, &gmode, "");
putpixel(100, 250, RED);
getch();       closegraph();       return
0;
}
```

OUTPUT

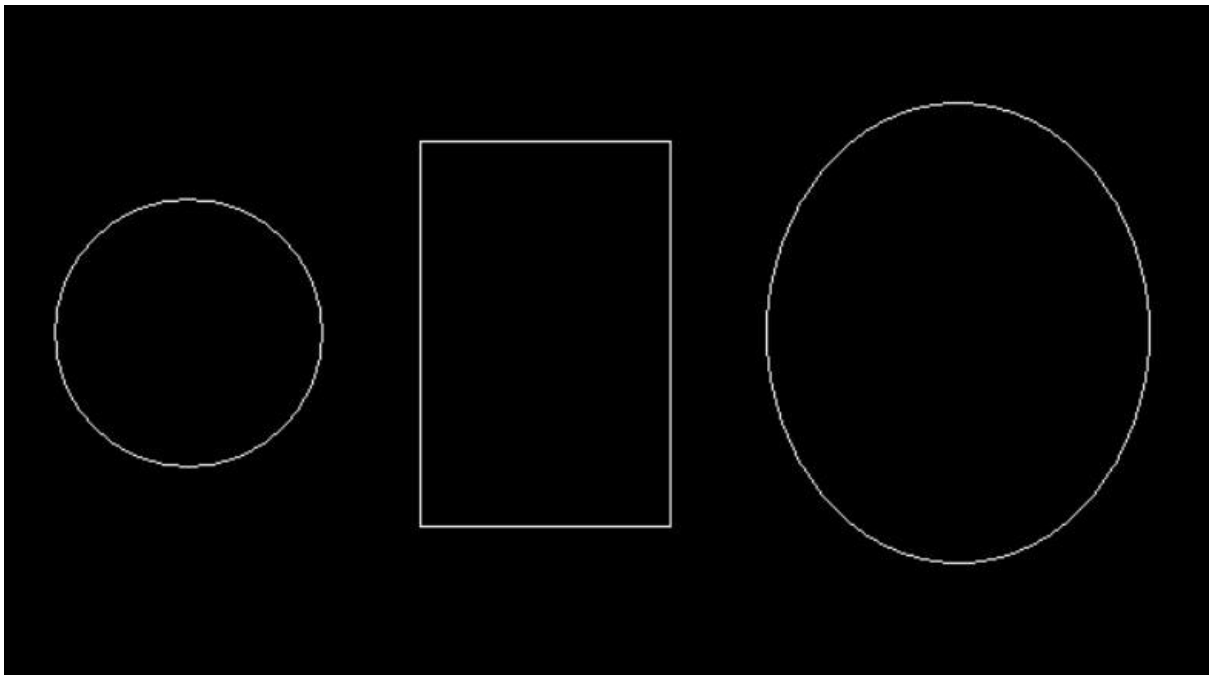


2.WAP to show the use of predefined functions.

CODE

```
#include <stdio.h>
#include <graphics.h> int
main() {
   int gdriver = DETECT, gmode;
initgraph(&gdriver, &gmode, "");
circle(100,200,70);
rectangle(220,100,350,300);
ellipse(500,200,0,360,100,120);
getch();     closegraph();     return
0;
}
```

OUTPUT

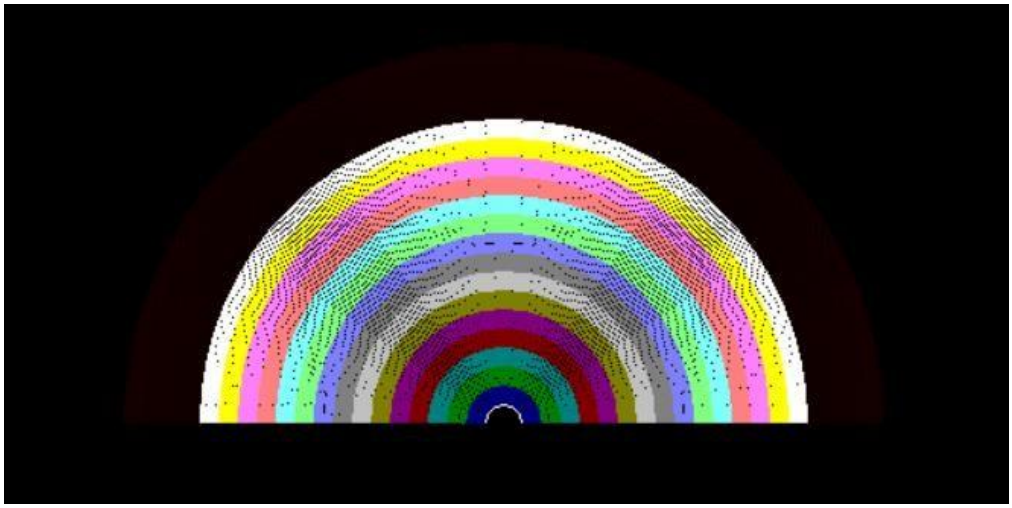


3. WAP to make a rainbow using arc().

CODE

```
#include <stdio.h>
#include <graphics.h> int
main() {
   int gdriver = DETECT, gmode;
initgraph(&gdriver, &gmode, "");
for(int i=10; i<=200; i++){
arc(getmaxx()/2,getmaxy()/2,0,180,i);
delay(100);        setcolor(i/10);
   }     getch();
closegraph();
return 0;
}
```

OUTPUT

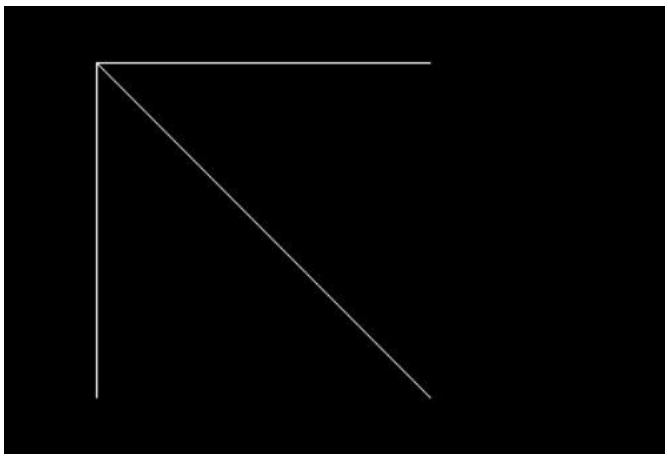


4. WAP to plot a graph using put pixel.

CODE

```
#include<stdio.h>
#include<graphics.h> int main(){
int x = 100 , y = 100, i;     int
gdriver = DETECT, gmode;
initgraph(&gdriver, &gmode,"");
for(i=0; i<=200;i++){
putpixel(x+i, y, WHITE);
   }
   for(i=0; i<=200; i++){
putpixel(x,y+i,WHITE);
   }
   for(i=0; i<=200; i++){
putpixel(x+i, y+i, WHITE);
   }     getch();
closegraph();
}
```

OUTPUT

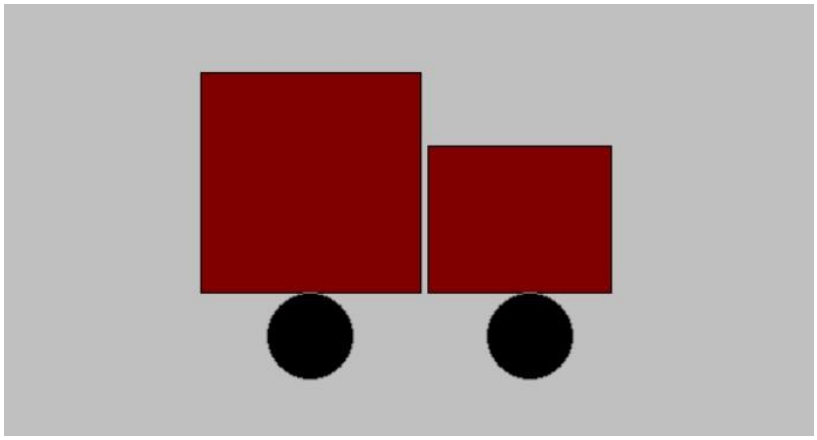


5. WAP to draw a moving vehicle.

CODE

```
#include <stdio.h> #include
<graphics.h>
int main() {
   int i;
   int gdriver = DETECT, gmode;
initgraph(&gdriver, &gmode, "");
setbkcolor(LIGHTGRAY);
   cleardevice();      for (i = 10; i <= 400; i
+= 10) {        cleardevice();
setcolor(BLACK);        rectangle(50 + i,
100, 200 + i, 250);          rectangle(205 +
i, 150, 330 + i, 250);
setfillstyle(SOLID_FILL, RED);
floodfill(55 + i, 105, BLACK);
floodfill(210 + i, 155, BLACK);
setcolor(DARKGRAY);        circle(125 +
i, 280, 30);        circle(275 + i, 280, 30);
setfillstyle(SOLID_FILL, BLACK);
floodfill(125 + i, 280, DARKGRAY);
floodfill(275 + i, 280, DARKGRAY);
delay(50);
   }    getch();
closegraph();
return 0; }
```

OUTPUT



6. WAP to draw concentric circle.

CODE

```
#include <stdio.h> #include
<graphics.h> int main() {     int
x,y,radius;     int gdriver =
DETECT, gmode;
initgraph(&gdriver, &gmode, "");
x=getmaxx()/2;     y=getmaxy()/2;
radius = 20;     circle(x,y,radius);
   for (radius = 10; radius <= 200; radius += 10) {
setcolor(radius/10);         circle(x,y,radius);
delay(100);
   }     getch();
closegraph();
return 0; }
```

OUTPUT