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**ABSTRACT**

The system demonstrates a simple illustration of the propeller simulation. Different propellers with a movable light source are simulated. A propeller is a type of fan that transmits power by converting rotational motion into thrust. A pressure difference is produced between the forward and rear surfaces of the airfoil-shaped blade, and a fluid such as air or water is accelerated behind the blade. Different views of propellers are generated. The user has the option to increase or decrease the number of blades in the propeller and view its working in a graphical way. keyboard and the mouse are used as input devices. Keyboard events are generated when one of the keys is pressed or released. The .Mouse events are generated when one of the mouse buttons is clicked or released. To differentiate, different colours are used for different objects. A menu which makes the program more interactive is added.

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