



PARSHVANATH CHARITABLE TRUST'S

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Data Science

Moving Car

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Project Guide

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1. Introduction

- In this project we will be implementing a moving car in computer graphics using C.
- The project is about showcasing a car moving from one end of the screen to another in same plane.
- A car is made to move in a straight line from the starting from the extreme left of the frame to the right end.

2. Objectives

1. To manipulate visual and geometric information of image.
2. To implement various clipping algorithms.
3. To understand various functions and commands in graphics.
4. To enhance the concept of the knowledge in C language and it's applications.
5. To study the implementation of various header files and the predefined functions inside it.

3. Built in functions used

1. `line()`: `line()` is a library function of `graphics.h` header file in c programming language which is used to draw a line from two coordinates.

Syntax: `line(int x1, int y1, int x2, int y2);`

2. `circle()`: The header file `graphics.h` contains `circle()` function which draws a circle with center at (x, y) and given radius.

Syntax: `circle(int x, int y, radius);`

3. `setcolor()`: The header file `graphics.h` contains `setcolor()` function which is used to set the current drawing color to the new color.

Syntax: `void setcolor(int color);`

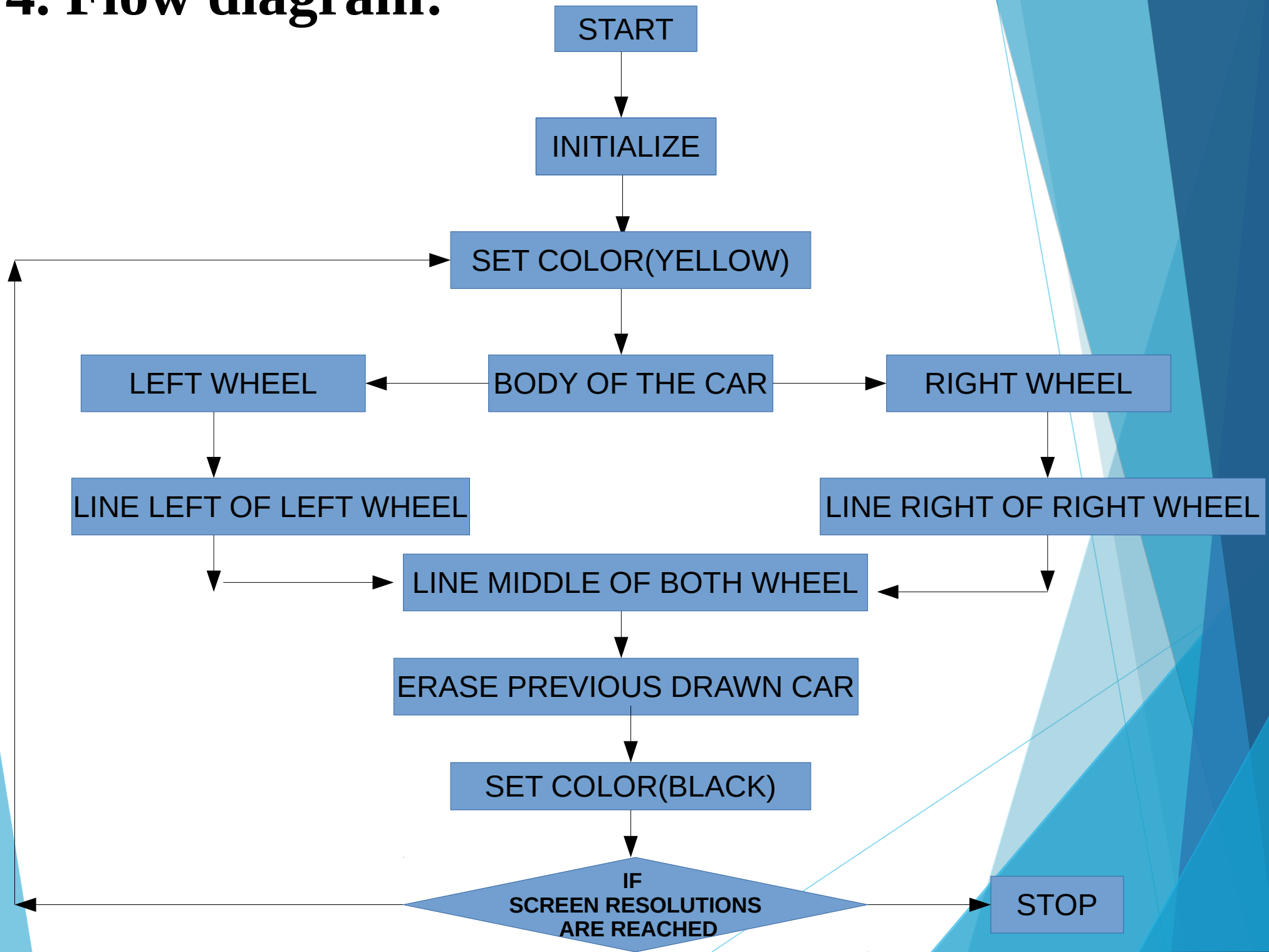
4. `closegraph()`: The header file `graphics.h` contains `closegraph()` function which closes the graphics mode.

Syntax: `void closegraph();`

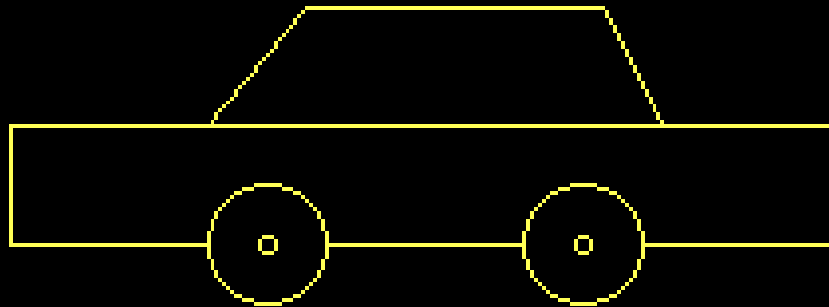
5. `getch()`: It is present in `conio.h` header file reads a single character from the keyboard.

Syntax: `int getch(void);`

4. Flow diagram:



5. Output of Project



Thank You...!!