VISVESVARAYA TECHNOLOGICAL UNIVERSITY

"JnanaSangama", Belagavi-590018, Karnataka

A Mini Project Report on

"ATOM SIMULATION"

Submitted in partial fulfillment of the requirement for the award of degree of

Bachelor of Engineering

In

Computer Science and Engineering

Submitted by

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CERTIFICATE

This is to certify that the mini project work entitled ***"ATOM SIMULATION"*** is carried out by ***IMPANA A*** bearing **4NN20CS023** and ***KUSUM SHARMA*** bearing ***4NN20CS025*** in the partial fulfillment for the sixth semester of **Bachelor of Engineering degree** in **Computer Science and Engineering** of the **Visvesvaraya Technological University, Belagavi** during the academic year **2022-23**. The project report has been approved as it satisfies the academic requirements with respect to project work prescribed for the Bachelor of Engineering.

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2…….	**2**…….

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Yours Sincerely,

Impana A (4NN20CS023)

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ABSTRACT

Everything you see around you is made up of atoms, and all atoms consist of subatomic particles. In the Atom simulation, you will learn the names of the basic subatomic particles and understand.

As a part of the project, you'll see how the electrons are revolving around the nucleus in their respective orbits. One can see and spot the nucleus, atoms and electrons and can understand how an electron revolves around the nucleus. The project has made in such a way that one can easily understand the simulation of atoms

This project has been developed in Windows OS with interfacing keyboard and mouse with menu driven interface. And plans to include lighting, shading and other features in future enhancement

This project is written in C and used OpenGL (Open Graphics Library). Open Graphics Library is a cross-language, cross-platform application programming interface for rendering 2D and 3D vector graphics. The API is typically used to interact with a graphics processing unit, to achieve hardware-accelerated rendering

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