



Vavuniya Campus of the University of Jaffna
Second Examination in Information and Communication
Technology - 2017
Second Semester - March/April 2019
ICT2272 Practical for Computer Graphics
Answer All Questions

Time Allowed : Three hours

Instructions:

- Save your files in the folder named with your Index Number(*IT11000*).
 - You may refer the output images of *Figure 3* and *Figure 4* in the folder named *ICT2272* on the desktop.
1. Write a Java program to implement the *Bresenham's Line drawing algorithm*.
- (a) Create an *object* illustrating a street lamp and post as shown in *Figure 1* using the Bresenham's line drawing program. The properties of the *object* are given in *Figure 2*:

[This question is continued on the next page]



Figure 1

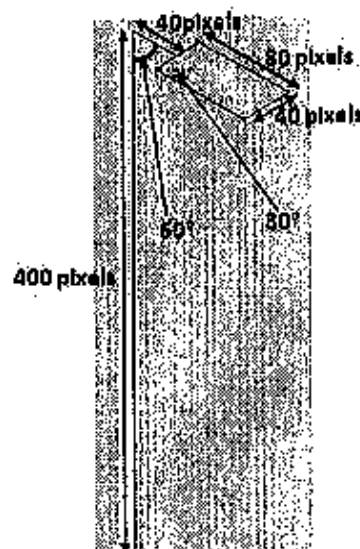


Figure 2

[30%]

- (b) Construct the objects as shown in Figure 3 using the appropriate transformation by applying on the object constructed in part (a), with the given properties.

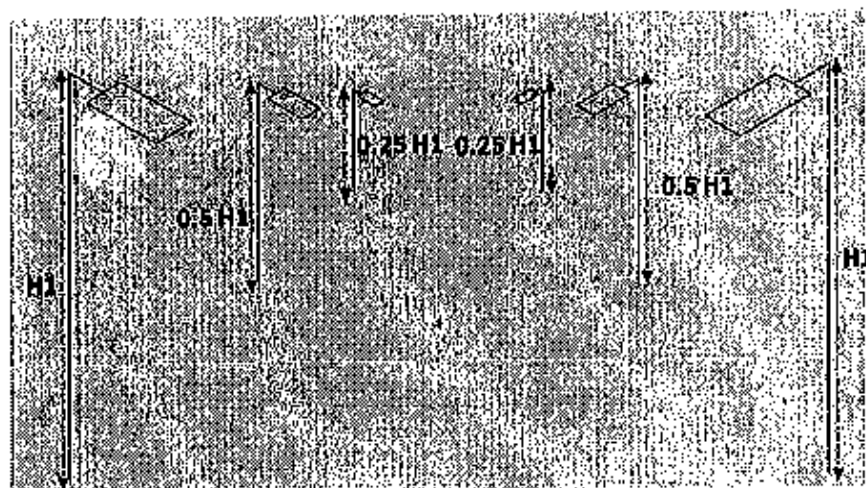


Figure 3

[40%]

2. Create the following Cake object as shown in Figure 4 using the methods available in *java.awt.Graphics* class where Cake inner fill colour is changed dynamically.

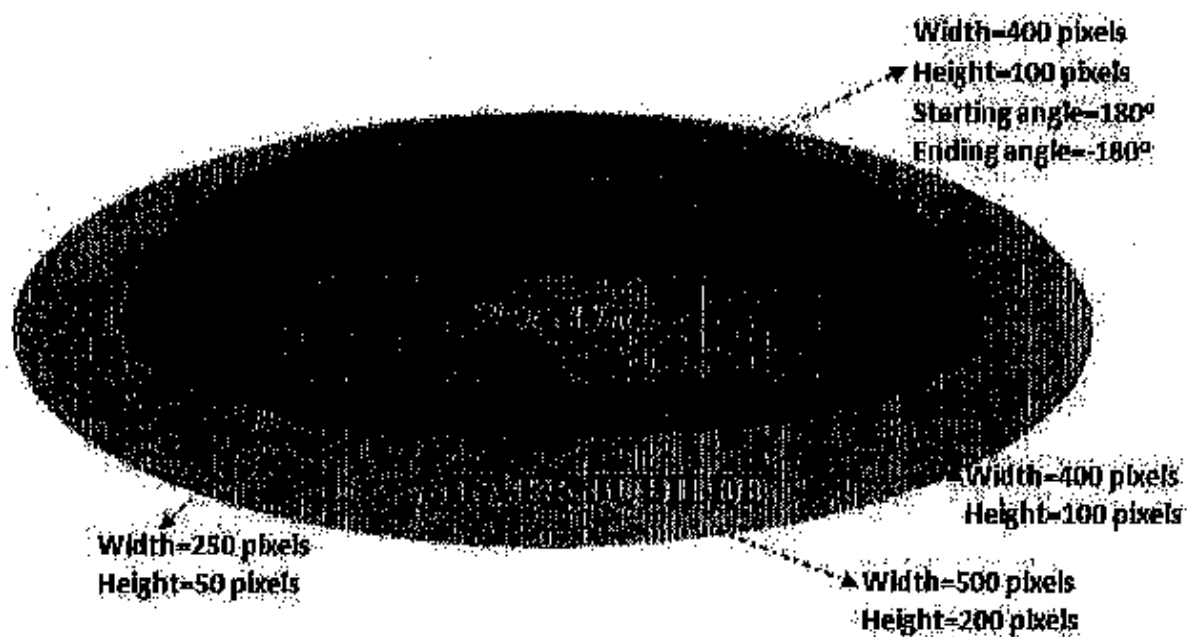


Figure 4

[30%]