

Experiment: WAP to draw a line and rotate it by angle 45 degree about X-axis.

20BCA1649_MANISH SAHU_Practical-2.2

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UID: 20BCA1649

Branch: UIC

Section/Group:BCA1B

Semester: 5

Date of Performance:16/10/22

Subject Name:COMPUTER GRAPHICS LAB

Subject Code:20CAP-316

1. Aim/Overview of the practical:

WAP to draw a line and rotate it by angle 45 degree about X-axis.

2. Steps/Commands involved to perform practical:

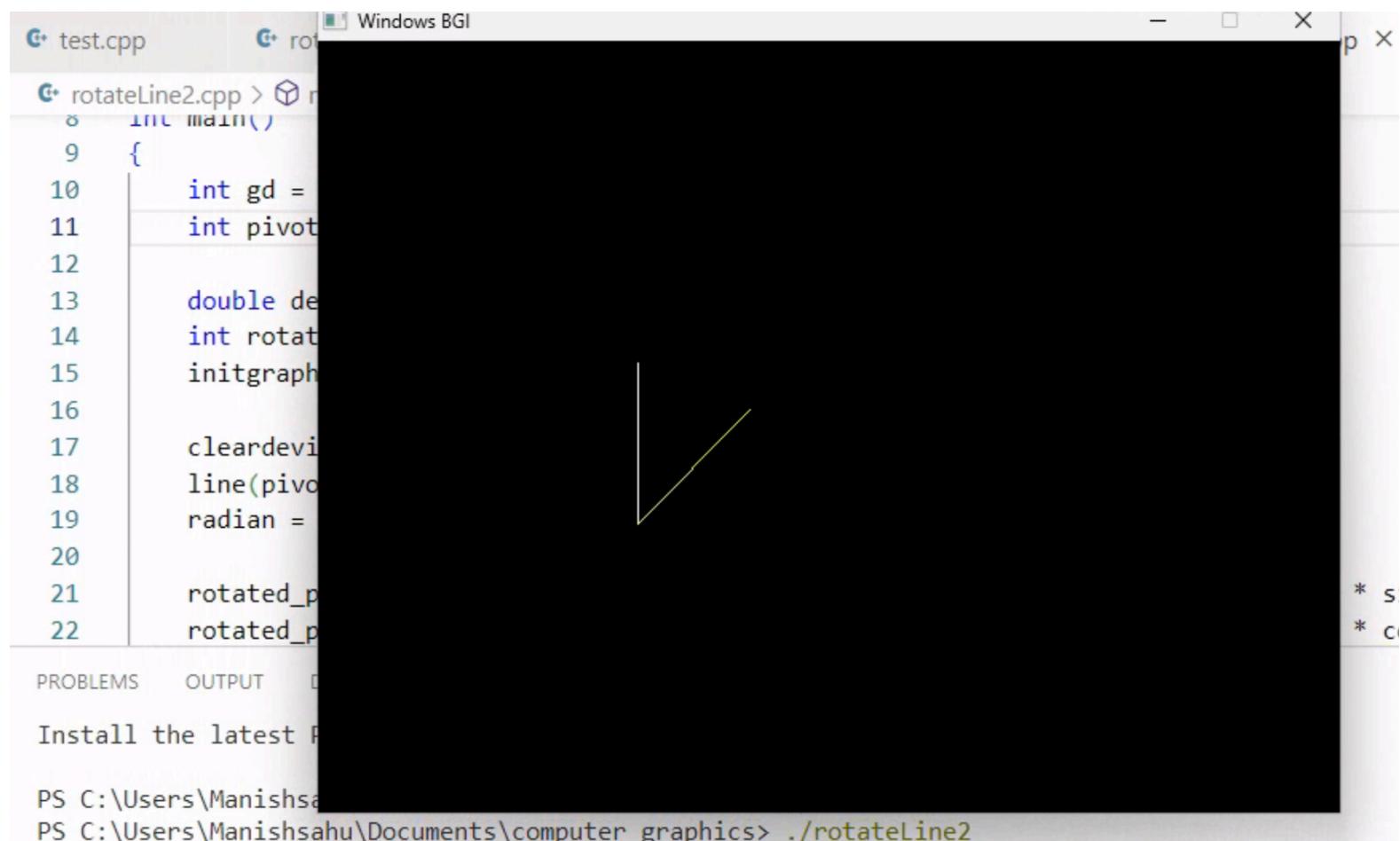


rotateLine2.cpp > main()

```
1 #include <graphics.h>
2 #include <stdio.h>
3 #include <conio.h>
4 #include <math.h>
5 #include <iostream>
6 using namespace std;
7
8 int main()
9 {
10     int gd = DETECT, gm;
11     int pivot_x = 200, pivot_y = 300, x = 200, y = 200;
12
13     double degree = 45, radian;
14     int rotated_point_x, rotated_point_y;
15     initgraph(&gd, &gm, (char *) "");
16
17     cleardevice();
18     line(pivot_x, pivot_y, x, y);
19     radian = degree * 0.01745;
20 }
```

```
17     cleardevice();
18     line(pivot_x, pivot_y, x, y);
19     radian = degree * 0.01745;
20
21     rotated_point_x = (int)(pivot_x + ((x - pivot_x) * cos(radian) - (y - pivot_y) * sin(radian)));
22     rotated_point_y = (int)(pivot_y + ((x - pivot_x) * sin(radian) + (y - pivot_y) * cos(radian)));
23
24     setcolor(YELLOW);
25     line(pivot_x, pivot_y, rotated_point_x, rotated_point_y);
26     getch();
27     closegraph();
28
29     return 0;
30 }
```

3. Result/Output/Writing Summary:



The screenshot shows a code editor window with two tabs: "test.cpp" and "rotateLine2.cpp". The "rotateLine2.cpp" tab is active, displaying the C++ code provided in the previous section. The code implements a line rotation algorithm using trigonometric functions to calculate new coordinates based on a pivot point and an angle.

The output window shows a black screen with a yellow V-shaped line drawn on it, representing the rotated line. Below the code editor, there are tabs for "PROBLEMS", "OUTPUT", and "D". At the bottom, a terminal window displays the command "PS C:\Users\Manishsahu\Documents\computer graphics> ./rotateLine2" followed by two identical outputs of the rotated line image.

```
PS C:\Users\Manishsahu\Documents\computer graphics> ./rotateLine2
PS C:\Users\Manishsahu\Documents\computer graphics> ./rotateLine2
```

Learning outcomes (What I have learnt):

1. graphics.h library is used to include and facilitate graphical operations in the program. graphics.h functions can be used to draw different shapes, display text in different fonts, change colours and many more.
2. Rotation can be defined as moving an object in a circular path at a given angle.
3. If there is a positive angle, it would rotate in anticlockwise whereas if it appears to a negative angle, the object would rotate in clockwise.

Evaluation Grid:

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.	Demonstration and Performance (Pre Lab Quiz)		5
2.	Worksheet		10



3.

Post Lab Quiz

5

20BCA1649_MANISH SAHU_Practical-3

Student Name: MANISH SAHU

Branch: UIC

Semester: 5

Subject Name: SOCIAL MEDIA AND ANALYTICS LAB

Subject Code: 20CAA-318

UID: 20BCA1649

Section/Group: BCA1B

Date of Performance: 02/09/22

1. Aim/Overview of the practical: Create a blog.

2. Result/Output/Writing Summary:

» GUARDIANS, PREPARE FOR LIGHTFALL!

GUARDIANS, PREPARE FOR LIGHTFALL!

The date was August 23, 2022. Guardians all around the world waited patiently for Bungie to air their Showcase, anticipating and questioning what they had in store for us all. We expected a new DLC, some game changes, and possibly a new exotic for us to grind out for weeks until we got the perfect roll of stats we all wanted. What we received, however, was more than what any of us could have hoped to imagine. Today we are going to delve into the world of *Destiny 2* and explore just what Bungie has delivered to us, and believe me there is a lot of exciting news for us to cover.



Destiny 2: Lightfall - Reveal Trailer

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GUARDIANS, PREPARE FOR LIGHTFALL!

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We have to start with the big guns on *Destiny 2 Lightfall*, the next and concluding expansion in the *Light & Darkness* Saga of the *Destiny 2* storyline. Our favorite purple and gold-loving Cabal emperor is returning with a vengeance. After becoming a disciple of *The Witness*, Calus and his *Shadow Legion* have overtaken Neptune's capital city, which has managed to survive the collapse of the golden age and continued to thrive, becoming a beautiful labyrinth of towers and neon lights. We as guardians will take the fight to Calus and his minions, discover the hidden threads that tie us together and learn to weave them anew. The stage is set in *Neomuna*, a neon metropolis covered in high-rising skyscrapers, and neon-drenched streets. This beauty is, of course, marred by the shadow of death and war that is to come.



With this new adventure and campaign to immerse yourselves into, along comes a new subclass, namely *The Strand*. The darkness has more than just stasis to offer us, we just weren't pulling on the right strands. Harnessing the power of *The Strand* by learning to tap into the invisible threads of reality that bind us together, weaving powerful attacks, and taking control of power in ways we have never seen before in *Destiny 2*. You may even learn to use this ability to scale your way around the city in ways never thought possible until now. These new abilities are certainly going to make treasure hunting a lot more fun!

Introduced in the *Witch Queen* DLC, Legendary mode is making a return for those players who want more of a challenge and enjoy the punishment of dying more times than they would like to admit. It's worth all the pain though for those better rewards, setting you up for higher light activities. There are new legions of Cabal to face along with *Tormentors*, a new boss-like enemy introduced to make your life just a little bit harder. Quite fitting really as it's probably going to throw us around like rag dolls.

The *Destiny 2: Lightfall* pre-orders are available to pick up now with three options to choose from. These are the *Destiny 2: Lightfall* Standard Edition, *Destiny 2: Lightfall* Standard Edition & Annual Pass, and the *Destiny 2: Lightfall* Collectors Edition. You'll be able to choose a package perfectly tailored to you and your needs.



Next up in our little rundown of *Destiny 2* awesomeness, we have the new season that was announced for our loot-hungry guardians, or the *Season of Plunder* if you want to get technical about it. What is better than flying a spaceship to kill unknown invaders? Flying a space pirate ship to kill unknown pirate invaders, obviously! This is excellent because that is exactly what Bungie has delivered fresh with this season. *Eramis, the Kell of Darkness*, has escaped from her icy prison and is out for ravenous revenge. She plans to collect a crew of outlaws and bandits to scour the galaxy for dark relics and finish what she started. Our guardians, in order to foil her plot, must recruit crews of their own in brand new activities full of high adventure and claim the treasure just waiting for their overflowing vaults. Harness the power of the reworked Arc 3.0 Subclass to give you a new and exciting edge against your foes. Time to get those treasure maps ready, while swashbuckling your way into pirate lord's hideouts. Who knows, you might find a relic or two you might want to keep.

Learning outcomes (What I have learnt):

- 1. We can use Wordpress without buying hosting by just using xampp on our localhost.**
- 2. In wordpress we can design webpages without coding. Elementor is the plugin used for designing and customising web pages.**
- 3. In wordpress posts and pages can be selected from side bar to see, add and edit posts and pages for our website.**
- 4. To create a post we have to go in posts section in Wordpress side bar. Now we can add a new post and edit it with elementor.**