

# iGraphics Assignment (Curves)

As described during the demo class.

1. The key actions are now given in the Help page in the EXE. You do not need to reproduce this page. But you can if you want. All the key interactions in the help page must be implemented
2. You must produce at least 3 curves (2 sine and 1 cosine) and their combination.
3. You must be able to trace ball along each curve.
4. You must be able to increase/decrease speed of all tracers together (+/- keys). This was not demoed due to shortage of time.

BONUS:

1. Provision for any number of sin/cos curves.
2. Provision for curves being shifted (phase shift)
3. Mouse drag type interaction for changing frequency, amplitude etc.
4. Anything interesting that you can produce.

Demo will be attached in another link.

Submission:

1. Put your CPP file (and image files, if you use any images) in a folder with your roll no.
2. Zip the folder.
3. Submit. The size of the ZIP file must be less than 5 MB