

Aim: TO IMPLEMENT CHARACTER GENERATION USING BITMAP METHOD

Theory: The three character generator methods are Stroke Method, Bitmap Method and Starburst Method. The **stroke method** uses small line segments to generate a character. The small series of line segments are drawn like a stroke of pen to form a character. Here it is necessary to decide which line segments are needed for each character and then drawing these segments using line drawing algorithm.

**Bitmap method** use array of bits for generating a character. These dots are the points for array whose size is fixed. In bit map method when the dots is stored in the form of array the value 1 in array represent the characters i.e. where the dots appear we represent that position with numerical value 1 and the value where dots are not present is represented by 0 in array.

In **Starbust method** a fix pattern of 24 line segments are used to generate characters. Out of these 24 line segments, segments required to display for particular character are highlighted.

Procedure:

Step1: Represent the character to be displayed as a two dimensional array of '1's and '0's

Step2: Highlight the bits with value '1' with required colour.

Source code

Write the program

Draw the output

Conclusion:?????????????????