

PROJECT REPORT

Graphy

Introduction:-

The main aim of my project is to sketch the graph of a given function $y=f(x)$. We can also zoom in and out of the graph using the buttons in the window displayed

Idea:-

The main idea for this project is evolved from the hardships I faced in my Maths courses so far.

Technology used:-

Python3, Tkinter, Python3 Graphics library

Implementation details:-

Taking the value of the function and plotting it in a graphic space window in appropriate spaces in the above

Images/Screenshots/links to videos:-

Future Scope:-

This can be further developed and used for the maths course in the upcoming years

The polar form can be developed and it may be further improved and can be made as a commercial project.

Experience:-

The way I approached taught me many things including the graphics library and the

Reference:-

1. Zelle's graphic library

2. [Swampy: Installation Instructions](#) [GUI Programming with Python: Entry Widgets could we directly evaluate the expression represented as a string in python - Google Search](#) [how to change the starting point in graphics.py - Google Search](#) [what is canvas in pyhton - Google Search](#) [Plotting Graphs with Python - Udacity](#)