



Experiment No.9
Aim: To implement Character Generation: Bit Map Method
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Date of Performance:
Date of Submission:



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Aim: To implement Character Generation: Bit Map Method

Objective:

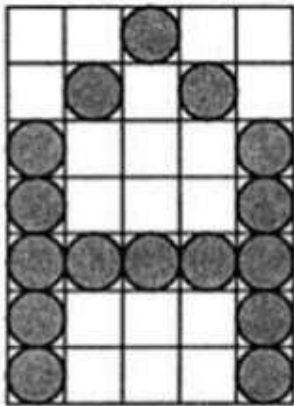
Identify the different Methods for Character Generation and generate the character using Stroke

Theory:

Bit map method –

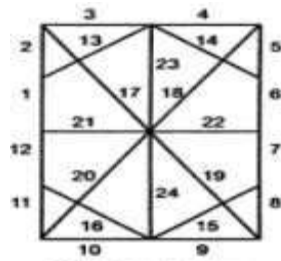
Bitmap method is a called dot-matrix method as the name suggests this method use array of bits for generating a character. These dots are the points for array whose size is fixed.

- In bit matrix method when the dots are 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.
- It is also called dot matrix because in this method characters are represented by an array of dots in the matrix form. It is a two-dimensional array having columns and rows. A 5x7 array is commonly used to represent characters. However, 7x9 and 9x13 arrays are also used. Higher resolution devices such as inkjet printer or laser printer may use character arrays that are over 100x100.

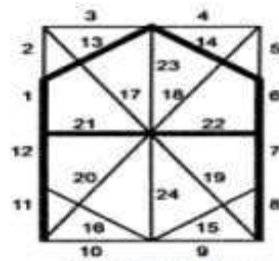


Starburst method –

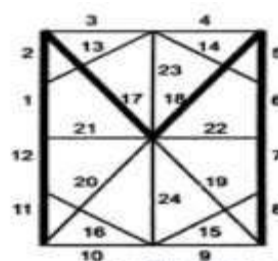
In this method a fix pattern of line segments is used to generate characters. Out of these 24-line segments, segments required to display for particular character are highlighted. This method of character generation is called starburst method because of its characteristic appearance. The starburst patterns for characters A and M. the patterns for particular characters are stored in the form of 24 bit code, each bit representing one line segment. The bit is set to one to highlight the line segment; otherwise, it is set to zero. For example, 24-bit code for Character A is 0011 0000 0011 1100 1110 0001 and for character M is 0000 0011 0000 1100 1111 0011.



a) Star bust pattern of 24 line segments



b) Star bust pattern for character A



c) Star bust pattern for character M

Program:

```
#include <stdio.h>

#include <conio.h>

#include <graphics.h>

int main()
{
    int i,j,k,x,y;

    int gd=DETECT,gm;//DETECT is macro defined in graphics.h

    int ch1[][10]={ {1,1,1,1,1,1,1,1,1,1},
                    {1,1,1,1,1,1,1,1,1,1},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,0,0,0,1,1,0,0,0,0},
                    {0,1,1,0,1,1,0,0,0,0},
                    {0,1,1,0,1,1,0,0,0,0},
                    {0,0,1,1,1,0,0,0,0,0}};

    int ch2[][10]={ {0,0,0,1,1,1,1,0,0,0},
                    {0,0,1,1,1,1,1,0,0,0},
```



```
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{0,0,1,1,1,1,1,1,0,0},
{0,0,0,1,1,1,1,0,0,0}};
int ch3[][10]={ {1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,1,1,1,1,1,1,1,1},
{1,1,1,1,1,1,1,1,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1},
{1,1,0,0,0,0,0,0,1,1}};
int ch4[][10]={ {1,1,0,0,0,0,0,0,1,1},
{1,1,1,1,0,0,0,0,1,1},
{1,1,0,1,1,0,0,0,1,1},
{1,1,0,1,1,0,0,0,1,1},
{1,1,0,0,1,1,0,0,1,1},
{1,1,0,0,1,1,0,0,1,1},
{1,1,0,0,0,1,1,0,1,1},
{1,1,0,0,0,1,1,0,1,1},
```



$\{1,1,0,0,0,0,1,1,1,1\},$

$\{1,1,0,0,0,0,0,0,1,1\}\};$

```
initgraph(&gd,&gm," ");//initialize graphic mode
setbkcolor(LIGHTGRAY);//set color of background to darkgray
for(k=0;k<4;k++)

{
for(i=0;i<10;i++)

{
for(j=0;j<10;j++)

{
if(k==0)

{
if(ch1[i][j]==1)
putpixel(j+250,i+230,RED);
}
if(k==1)
{
if(ch2[i][j]==1)
putpixel(j+300,i+230,RED);
}
if(k==2)
{
if(ch3[i][j]==1)
putpixel(j+350,i+230,RED);
}
if(k==3)
{
if(ch4[i][j]==1)
putpixel(j+400,i+230,RED);
}
}
}

delay(200);
```



```
    } }  
getch();  
closegraph();  
}
```

Output -

J O H N

Conclusion: Comment on

1. different methods

- Stroke Method: Involves drawing or painting in a way that emphasizes individual brush strokes or lines, often used in impressionistic or expressionistic styles.
- Layering: Building up colors and textures by applying multiple layers, allowing for depth and complexity.
- Wet-on-Wet: Applying wet paint onto wet paint, creating soft edges and blended colors.
- Dry Brush: Using a dry brush with minimal paint to create texture and fine details.

2. advantage of stroke method

The stroke method allows for a dynamic and expressive quality in artwork. Each brushstroke contributes to the overall composition, creating a sense of movement and



individuality. This method can also enhance the texture of the piece, making it visually engaging and inviting viewers to appreciate the intricacies of the artist's hand.

3. one limitation

One limitation of the stroke method is that it can be less precise, making it challenging to achieve detailed or intricate designs. This may not suit all artistic goals, particularly in genres that require a high level of accuracy or realism.