

```

1  //SHREYAS SAWANT 55 D7A
2  //To implement character generation (i)Bitmap Method (ii)Stroke Method
3
4  #include<stdio.h>
5  #include<conio.h>
6  #include<graphics.h>
7  int main()
8  {
9      int gd=DETECT,gm,i,j;
10
11      int c;
12      printf("Enter your choice for character generation\n1.Bitmap Method\n2.Stroke Method\n");
13      scanf("%d",&c);
14
15
16
17      initgraph(&gd,&gm,"");
18      switch(c)
19      {
20          case 1:
21              { int a[11][19]=
22                  {
23                      {1,1,1,0,0,0,1,1,1,1,0,1,1,1,1,1,1,1},
24                      {1,0,0,1,0,0,0,0,1,0,0,0,0,0,0,1,0,0},
25                      {1,0,0,0,1,0,0,0,0,1,0,0,0,0,0,0,1,0},
26                      {1,0,0,0,1,0,0,0,1,0,0,0,0,0,0,1,0,0},
27                      {1,0,0,1,0,0,0,0,1,0,0,0,0,0,0,1,0,0},
28                      {1,1,1,0,0,0,0,0,1,0,0,0,0,0,0,1,0,0},
29                      {1,0,0,1,0,0,0,0,0,1,0,0,0,0,0,0,1,0},
30                      {1,0,0,0,1,0,0,0,1,0,0,0,0,0,0,1,0,0},
31                      {1,0,0,0,1,0,0,0,1,0,0,0,0,0,0,1,0,0},
32                      {1,0,0,1,0,0,0,0,1,0,0,0,0,0,0,1,0,0},
33                      {1,1,1,0,0,0,1,1,1,1,0,0,0,0,0,1,0,0},
34                  };
35                  outtextxy(150,100,"CHARACTER GENERATION USING BITMAP METHOD");
36                  for(i=0;i<11;i++)
37                  {
38                      for(j=0;j<19;j++)
39                      {
40                          if(a[i][j]==1)
41                              putpixel(300+j,200+i,WHITE);
42                      }
43                  }
44                  break;
45              }
46          case 2:
47              outtextxy(150,100,"CHARACTER GENERATION USING STROKE METHOD");
48              line(300,200,300,214);
49              line(300,207,310,207);
50              line(310,200,310,214);
51              line(313,200,321,200);
52              line(317,200,317,214);
53              line(313,214,321,214);
54              line(324,200,334,200);
55              line(329,200,329,214);
56              break;
57          default:
58              printf("\nINVALID");
59      }
60      getch();
61      return 0;
62  }
63

```

"C:\Users\user\Desktop\SHREYAS\SEM II\Character Generation.exe"

Enter your choice for character generation

1.Bitmap Method

2.Stroke Method

1

CHARACTER GENERATION USING BITMAP METHOD

BIT

"C:\Users\user\Desktop\SHREYAS\SEM II\Character Generation.exe"

Enter your choice for character generation

1.Bitmap Method

2.Stroke Method

2

CHARACTER GENERATION USING STROKE METHOD

HIT