



DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

Experiment 1

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Branch: CSE

Semester: 6th

Subject: Computer Graphics with Lab

UID: 22BCS13041

Section/Grp: FL_IOT_601/A

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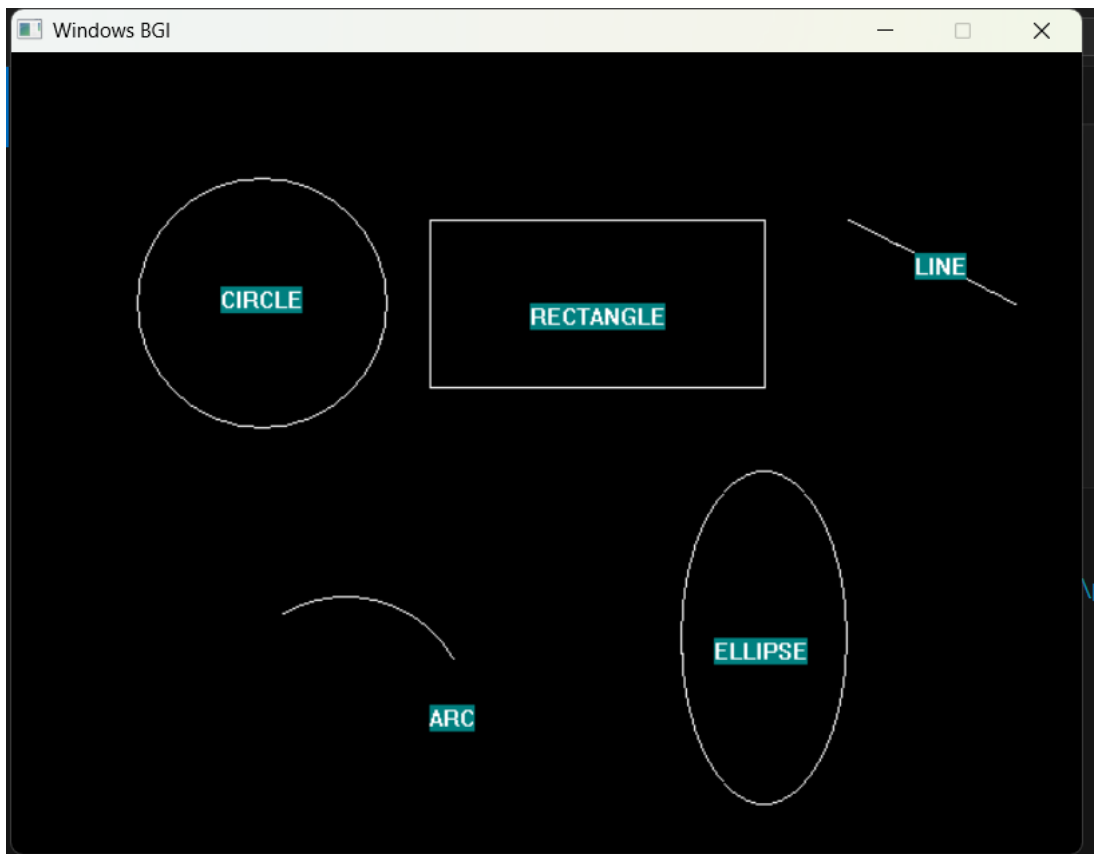
- 1. Aim:** Demonstrate the use of graphics.h functions to draw basic shapes like lines, triangles, and circles.
- 2. Objective:** To familiarize students with using the graphics.h library to create basic shapes like lines, triangles, and circles.

3. Implementation/Code:

```
#include <iostream>
#include <graphics.h>
#include <conio.h>
int main() {
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    setbkcolor(3);
    circle(150, 150, 75);
    outtextxy(125, 140, (char*)"CIRCLE");
    rectangle(250, 100, 450, 200);
    outtextxy(310, 150, (char*)"RECTANGLE");
    line(500, 100, 600, 150);
    outtextxy(540, 120, (char*)"LINE");
    arc(200, 400, 30, 120, 75);
    outtextxy(250, 390, (char*)"ARC");
    ellipse(450, 350, 0, 360, 50, 100);
    outtextxy(420, 350, (char*)"ELLIPSE");
```

```
    getch();  
    closegraph();  
    return 0;  
}
```

4. Output:



5. Learning Outcome:

- Learn how to use basic graphics functions in C++ such as circle(), rectangle(), line(), arc(), and ellipse() to create 2D geometric shapes.
- Learn how to use outtextxy() to label shapes or provide textual information at specific coordinates in the graphics window.
- Understand how to use setbkcolor() and setcolor() to set background and element colors, enhancing the visual appeal of graphical outputs.