



**Jawahar Education Society's Annasaheb Chudaman Patil College of
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SUBJECT: COMPUTER GRAPHICS

AIM: Program to perform Animation (such as Rising Sun, Moving Vehicle, Smileys, Screen saver etc.)

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Experiment No: 06

Aim :- Program to perform Animation (Such as Rising Sun, moving vehicle, smileys, screen saver, etc).

Theory :-

• Animation :-

"Animation refers to the movement on the screen of the display device created by displaying a sequence of still images.

Animation is the technique of designing, drawing, making layout and presentation of photographic series which are integrated into the multimedia and gaming product.

• Application of Animation :-

- Education & Training
- Entertainment
- Computer Aided Design (CAD)
- Advertising

• Animation Functions

- Morphing
- Weaving
- Tweening
- Panning
- Zooming
- Fractals

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function used in program:-

• delay(n) :- it is used to holding the program output for a small period of time

• setcolor(n) :- it is from graphics.h header file which set the color of the pointer

• line(x1, y1, x2, y2) :- A function from graphics.h header file which draw line with (x1, y1) as first coordinate of line & (x2, y2) as second.

• Circle(x, y, r) :- A function from graphics.h header file which draw line with center (x, y) and radius (r).

Conclusion :-

We understand about Animation & Application its function to use implement Animation program.

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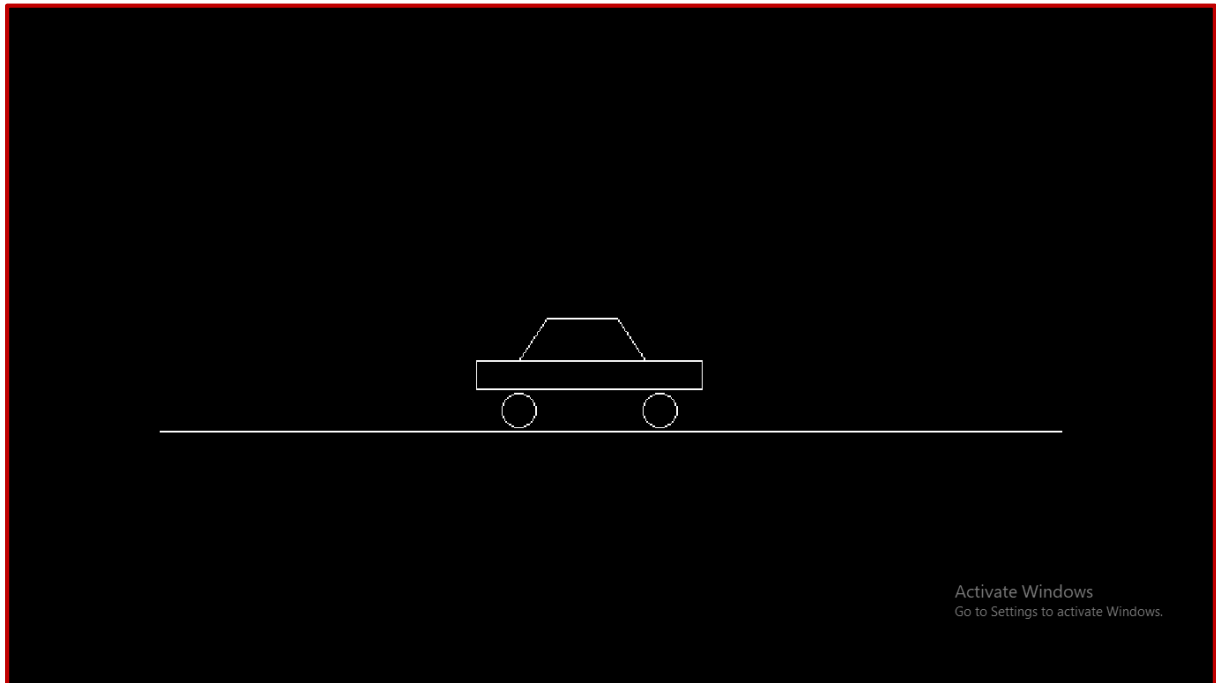
AIM: Program to perform Animation (such as Rising Sun, Moving Vehicle, Smileys, Screen saver etc.)

Input:

```
1 // C program to draw a moving car. This
2 #include <graphics.h>
3 #include <stdio.h>
4 // Function to draw moving car
5 void draw_moving_car(void) {
6     int i, j = 0, gd = DETECT, gm;
7     // Passed three arguments to initgraph
8     // function to initialize graphics mode
9     initgraph(&gd, &gm, "");
10    for (i = 0; i <= 420; i = i + 10) {
11        // Set color of car as red
12        setcolor(RED);
13        // These lines for bonnet and
14        // body of car
15        line(0 + i, 300, 210 + i, 300);
16        line(50 + i, 300, 75 + i, 270);
17        line(75 + i, 270, 150 + i, 270);
18        line(150 + i, 270, 165 + i, 300);
19        line(0 + i, 300, 0 + i, 330);
20        line(210 + i, 300, 210 + i, 330);
21        // For left wheel of car
22        circle(65 + i, 330, 15);
23        circle(65 + i, 330, 2);
24        // For right wheel of car
25        circle(145 + i, 330, 15);
26        circle(145 + i, 330, 2);
27        // Line left of left wheel
28        line(0 + i, 330, 50 + i, 330);
29        // Line middle of both wheel
30        line(80 + i, 330, 130 + i, 330);
31        // Line right of right wheel
32        line(210 + i, 330, 160 + i, 330);
33        delay(100);
34        // To erase previous drawn car
35        // use cleardevice() function
36        cleardevice();
37    }
38    getch();
39    closegraph();
40 }
41 // Driver code
42 int main()
43 {
44     draw_moving_car();
45     return 0;
46 }
```

AIM: Program to perform Animation (such as Rising Sun, Moving Vehicle, Smileys, Screen saver etc.)

Output:-



Conclusion: - We understanding about animation and application its function to use implement animation program.