

Bandarban University
Lab Assignment
On
Computer Graphics

Course Title: Computer Graphics
Course Code: 706

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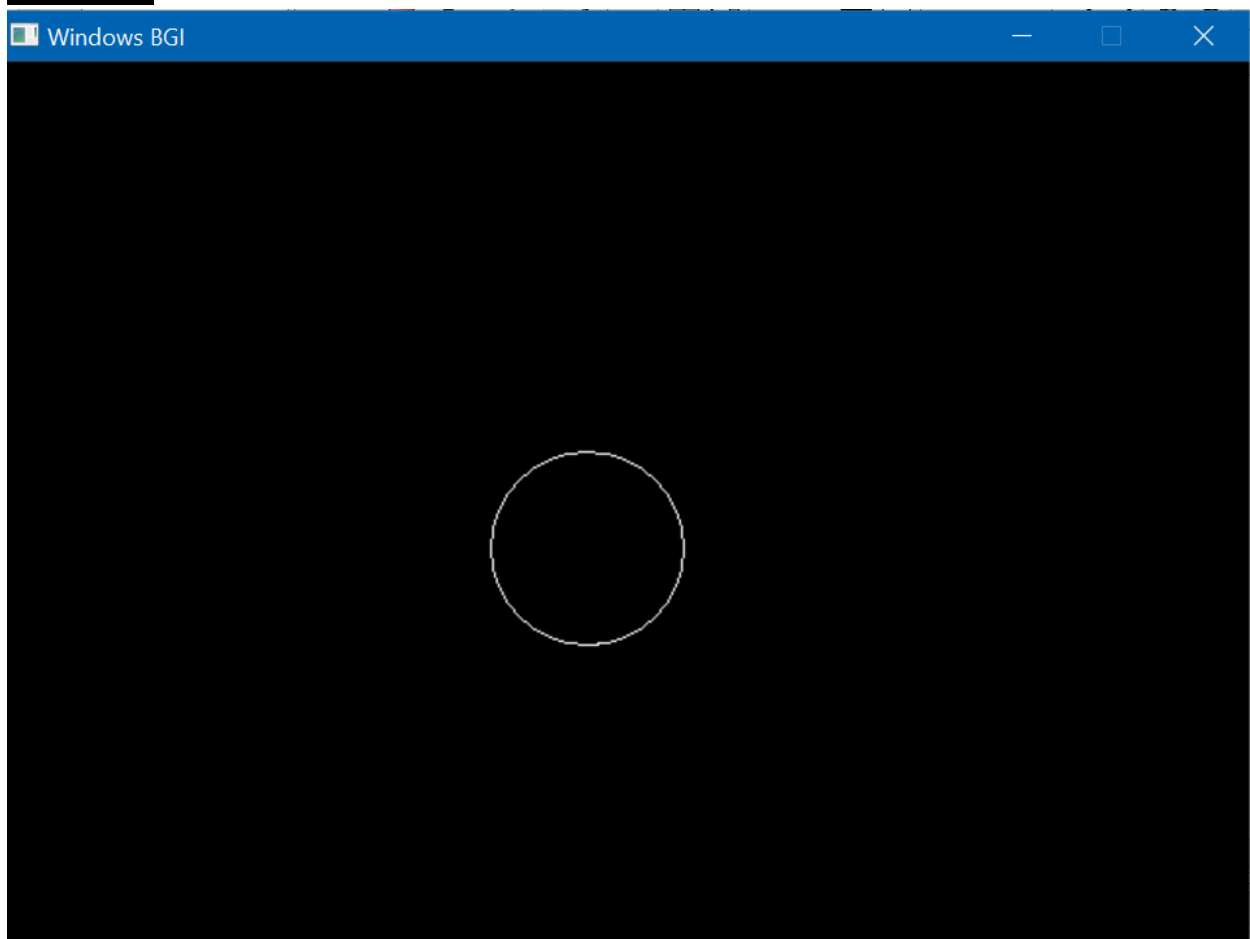
Outline's:

- Circle
- Line
- Rectangle
- Bar
- Arc
- Set-View
- Man-Face

- **Circle:**

```
#include<graphics.h>
#include<conio.h>
main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    circle(300, 250, 50);
    getch();
    closegraph();
    return 0;
}
```

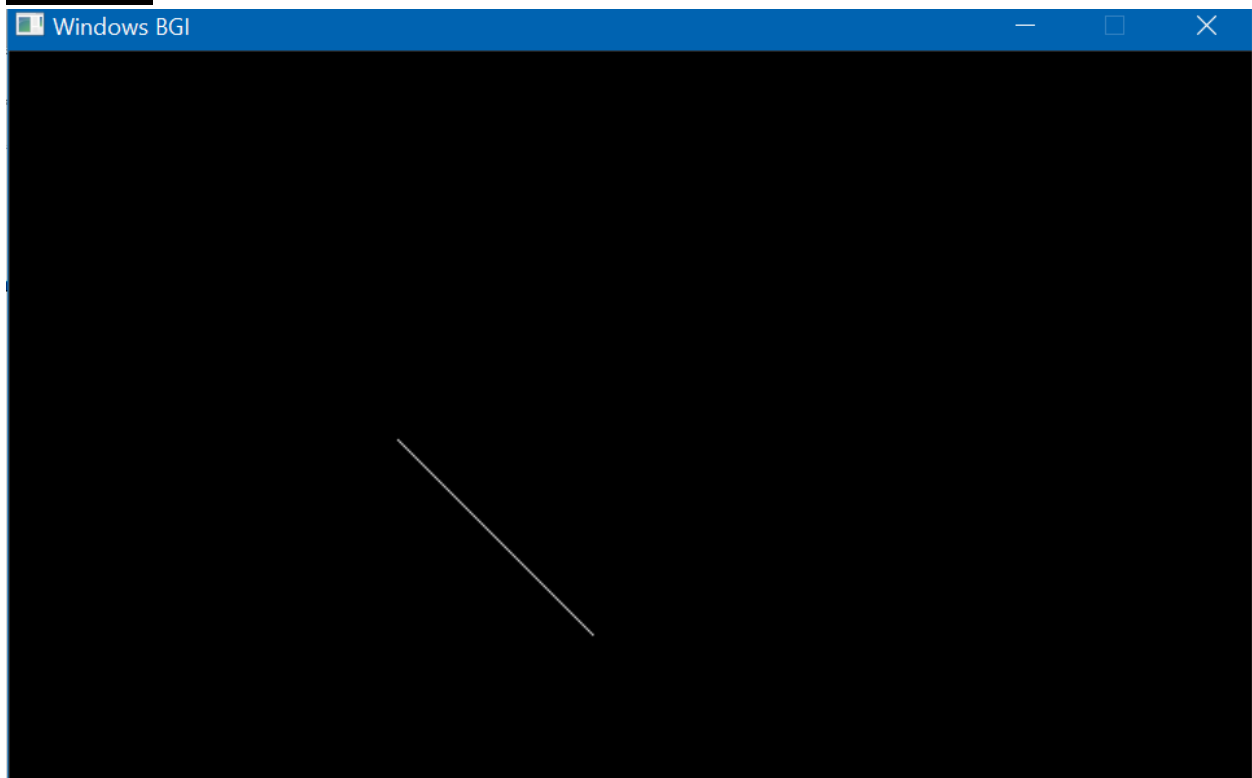
Output:



- **Line:**

```
#include <graphics.h>
#include <conio.h>
main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    line(200, 200, 300, 300);
    getch();
    closegraph();
    return 0;
}
```

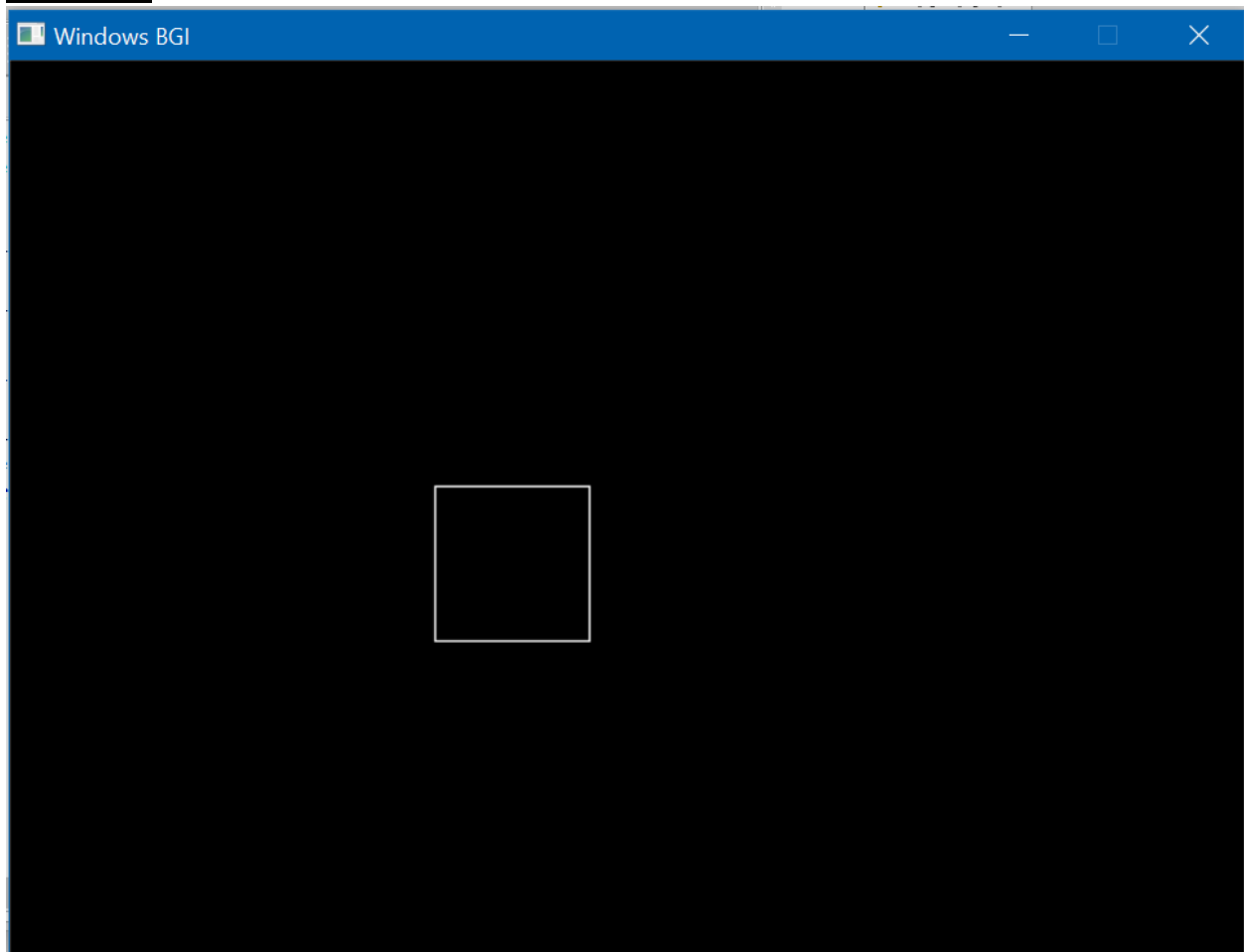
Output:



▪ Ractangle:

```
#include<graphics.h>
#include<conio.h>
main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    rectangle(220,220,300,300);
    getch();
    closegraph();
    return 0;
}
```

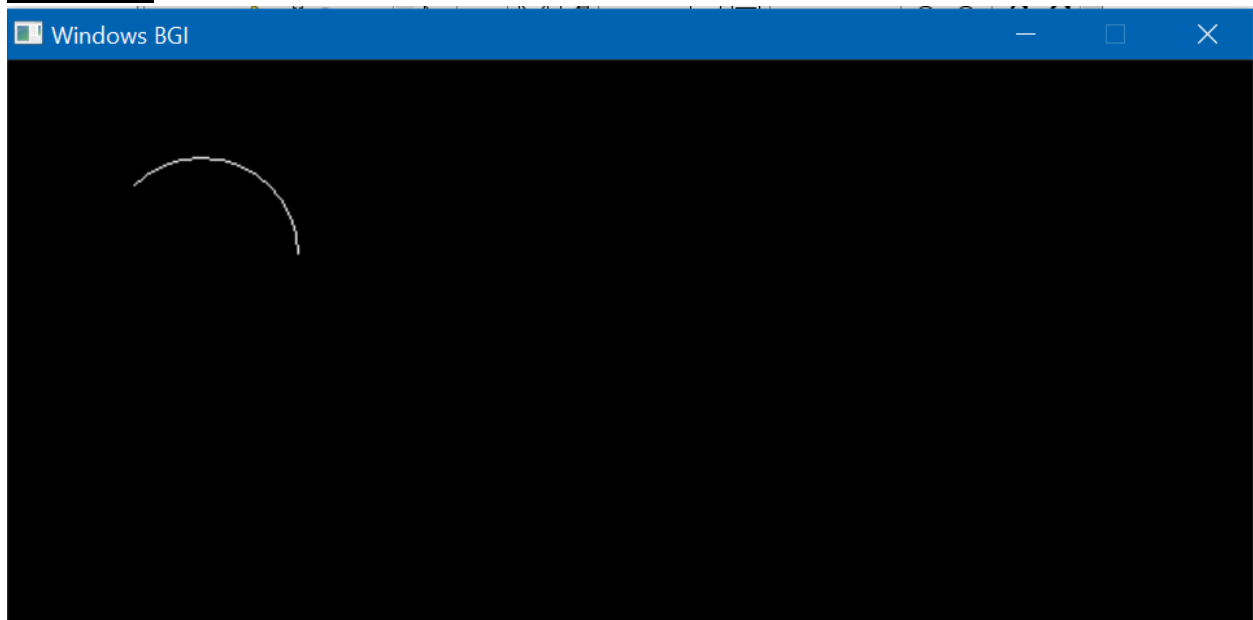
Output:



- **Arc:**

```
#include <graphics.h>
#include <conio.h>
int main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    arc(100, 100, 0, 135, 50);
    getch();
    closegraph();
    return 0;
}
```

Output:



- **Bar:**

```
#include <graphics.h>
#include <conio.h>
main()
{
    int gd = DETECT, gm;
    initgraph(&gd, &gm, "");
    bar(100, 100, 200, 200);
    getch();
    closegraph();
    return 0;
}
```

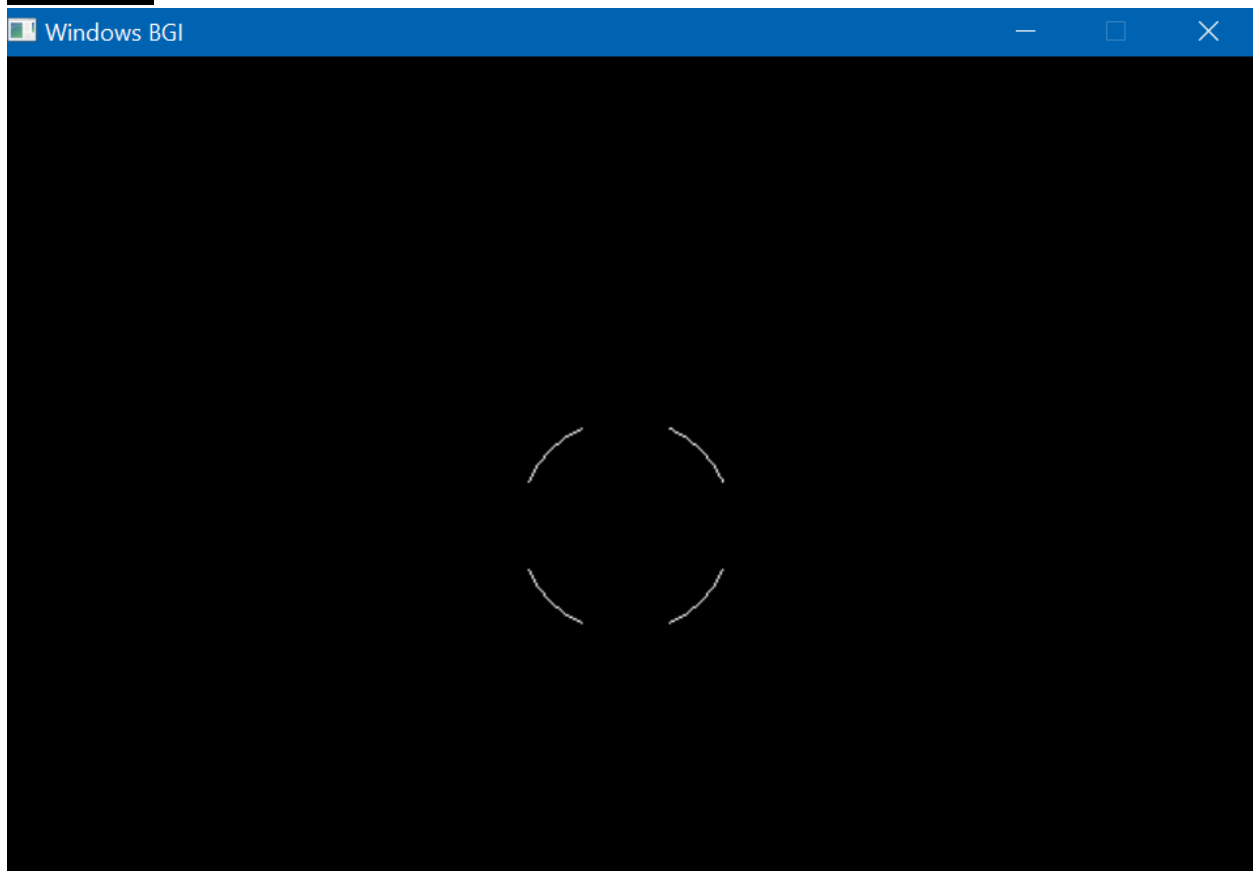
Output:



- **SetView:**

```
#include<graphics.h>
#include<conio.h>
main()
{
    int gd = DETECT, gm, midx, midy;
    initgraph(&gd, &gm, "");
    midx = getmaxx()/2;
    midy = getmaxy()/2;
    setviewport(midx - 50, midy - 50, midx + 50, midy + 50, 1);
    circle(50, 50, 55);
    getch();
    closegraph();
    return 0;
}
```

Output:



▪ Man-Face:

```
#include<graphics.h>
#include<conio.h>
int main()
{
    int gd=DETECT,gm;
    initgraph(&gd,&gm,"");
    circle(300,180,80);
    circle(270,150,10);
    circle(320,150,10);
    line(300,170,300,200);
    arc(300,180,240,300,50);
    getch();
    closegraph();
}
```

Output:

