

Multimedia System Homework Report

Part 1(Bezier Curve)

! Internet connection required for compilation !(gradle wrapper)

How to compile (The application is pre-compiled, compiling again will overwrite the previous compiled file)

Linux & Mac: `./gradlew jar` (in homework1 folder)`

Windows: `./gradlew.bat jar` (in homework1 folder)`

How to execute ?

``java -jar Bezier.jar` (in homework1/build/libs folder)`

How to use ?

Place the four control points by clicking in the window.

The curve will be drawn dynamically and you can move the 4 points by dragging them around in the window.

Softwares used:

- gradle 4.10.2 (with gradlew)
- java 1.8.0_191
- Visual Studio Code 1.28.2 (IDE)
- Ubuntu 18.04
- Linux kernel 4.17.17

Part 2(Fractal)

How to compile ?

There is no need to compile as it is a Python file. (but a compiled file for linux and windows is provided)

How to execute ?

Windows: launch the fractal.exe file

Linux : 1) ``chmod +x fractal` (in homework2/build)`

2) `./fractal` (in homework2/build)`

Or execute directly the python source file: ``python3 fractal.py` (in homework2/src)`

How to use ?

Choose the parameters as you like for your fractal then do two clicks in the windows corresponding to the start and end of the fractal drawing. Repeat as you like.

You can press reset to clean the window.

Softwares used:

- Python 3.6.6
- tkinter 8.6 (UI)

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- Visual Studio Code 1.28.2 (IDE)
- Ubuntu 18.04
- Linux kernel 4.17.17