



UNIVERSITY OF INFORMATION
TECHNOLOGY AND SCIENCES (UITs)
DEPARTMENT OF INFORMATION TECHNOLOGY

LAB No.2

IT- 308: COMPUTER GRAPHICS MULTIMEDIA LAB

Drawing Shapes with Library

Submitted To:

Fahiba Farhin
Lecturer,
Department of IT, UITs

Submitted By:

Name: Nazmul Zaman
Student ID: 2014755055
Department of IT, UITs

Contents

1	Abstraction	2
2	Code	2
3	Desired Output	5
4	Conclusion	5

1 Abstraction

In this report we learn how to create to line and circle and how to draw different degree line shape and how to create a rectangle and set the circle into it, like national flag and also draw circle and using circle create a smile shape face .

2 Code

```
1  #include<graphics.h>
2  #include<conio.h>
3  int main()
4  {
5      int gd = DETECT, gm;
6      initgraph(&gd, &gm, "");
7      line(100,100,300,100); // horizontal
8      line(100,100,200,280); // tan60
9      line(100,100,300,250); // tan45
10     line(100,100,270,200); // tan30
11     line(100,100,100,300); // vertical
12
13
14     //Circle
15     circle (100,100,50);
16     int x = getmaxx()/2;
17     int y = getmaxy()/2;
18     circle(x, y, 50);
19
20     line(x-150, y-100, x+150, y-100);
21     line(x+150, y-100, x+150, y+100);
22     line(x+150, y+100, x-150, y+100);
23     line(x-150, y+100, x-150, y-100);
24
25
26     getch();
27     closegraph();
28 }
```

Figure 1:

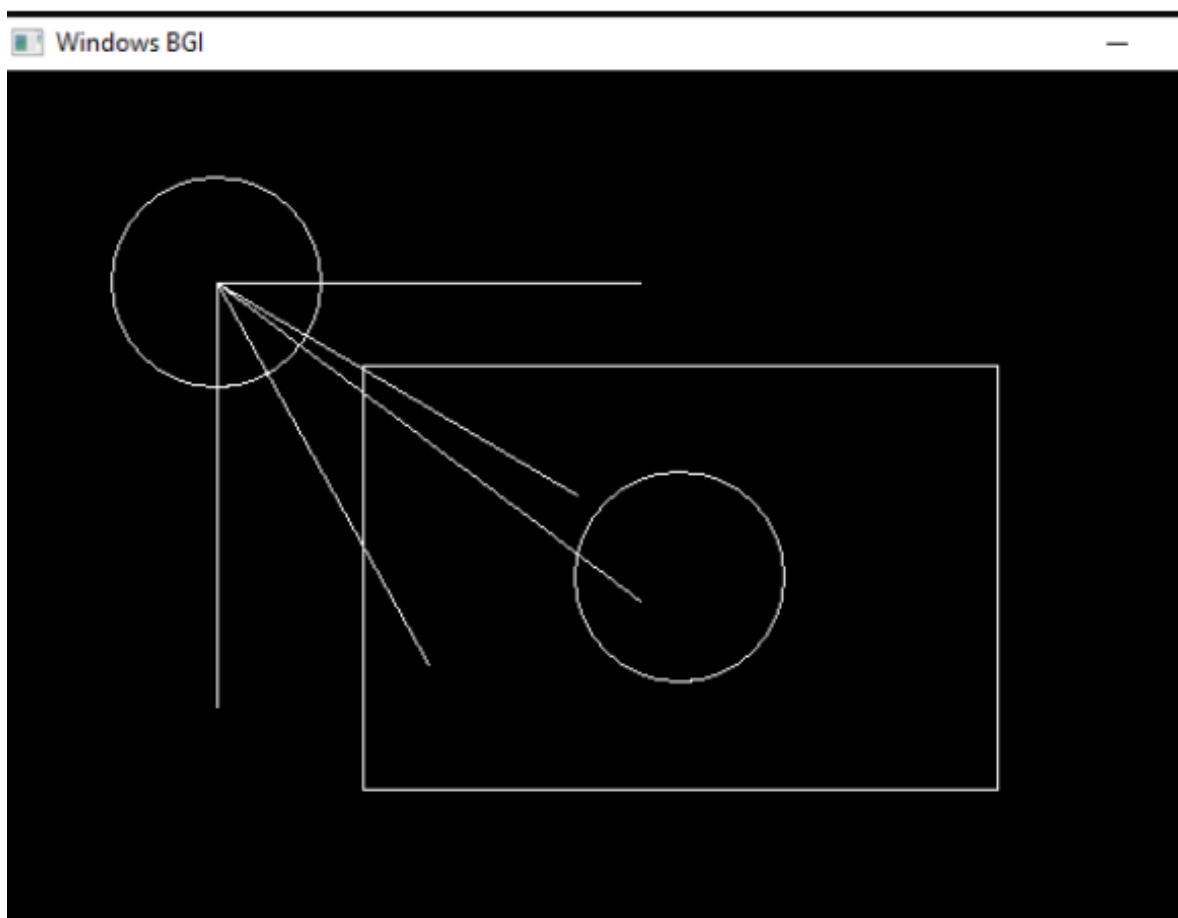


Figure 2:

```
1  #include<graphics.h>
2  #include<conio.h>
3  int main()
4  {
5      int gd = DETECT, gm;
6      initgraph(&gd, &gm, "");
7      circle(300, 220, 150);
8      circle(230, 158, 30);
9      circle(370, 158, 30);
10
11     arc(300, 200, 201, 340, 105);
12
13
14     getch();
15     closegraph();
16 }
```

Figure 3:

3 Desired Output

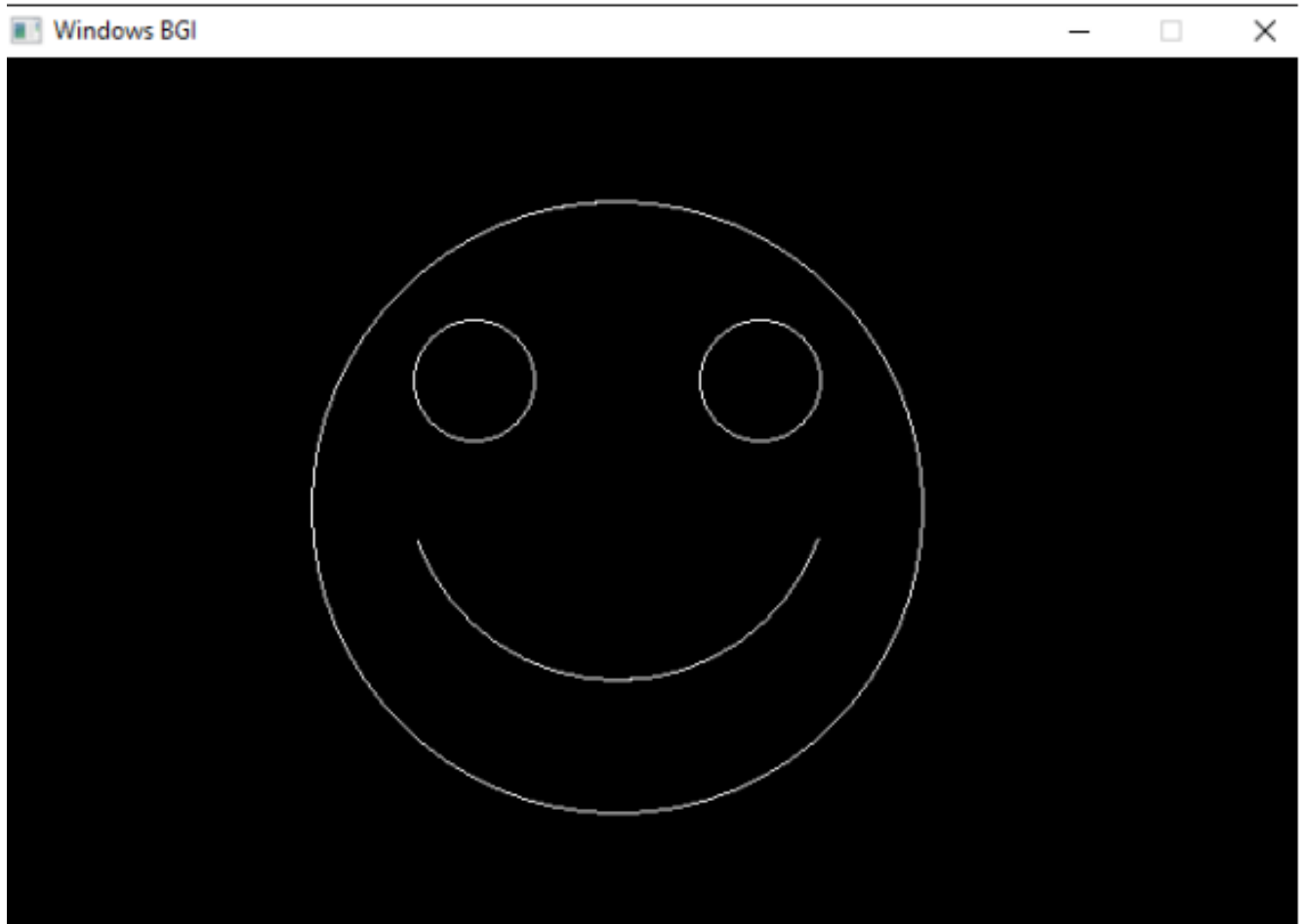


Figure 4:

4 Conclusion

In this lab report I learn how to create a line and circle.