

Laporan praktikum
Grafika computer
MENGGAMBAR GARIS DENGAN ALGORITMA DDA DAN
BRESENHAM



Di susun oleh:

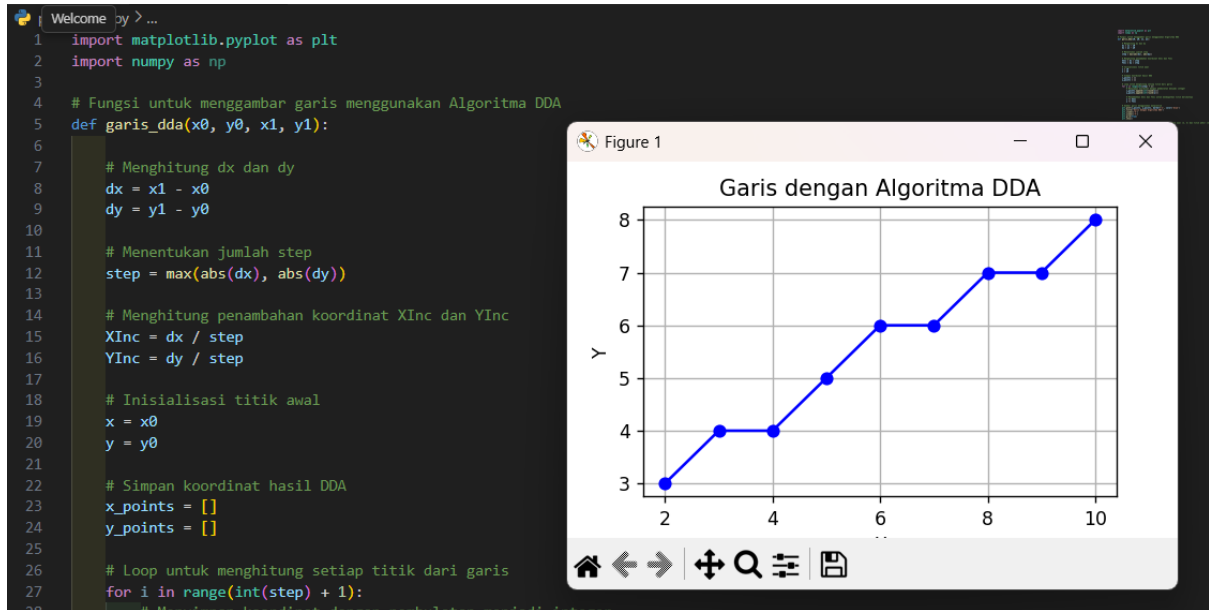
Nama : Adi Abdul Riadi
Nim : 20230810146
Kelas : TINFC-2023-04
Program studi : Teknik informatika
Dosen penganpu : Rio Adriansah Krisdiawan.S.Kom.,M.Kom

Program Studi Teknik Informatika
Fakultas ilmu computer
Universitas kuningan
2025

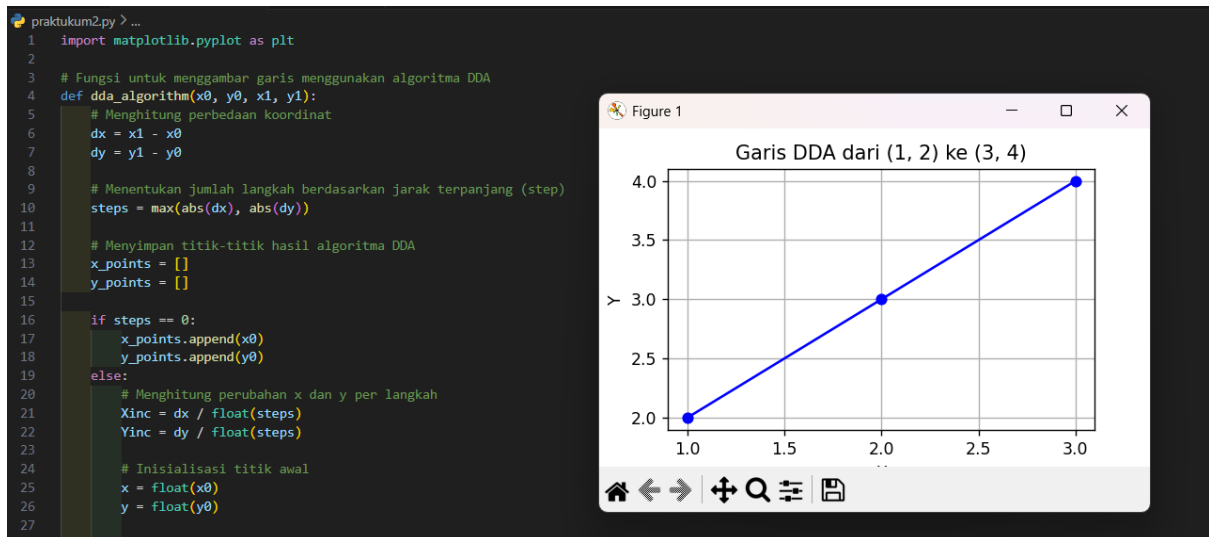
BAB I

Praktikum

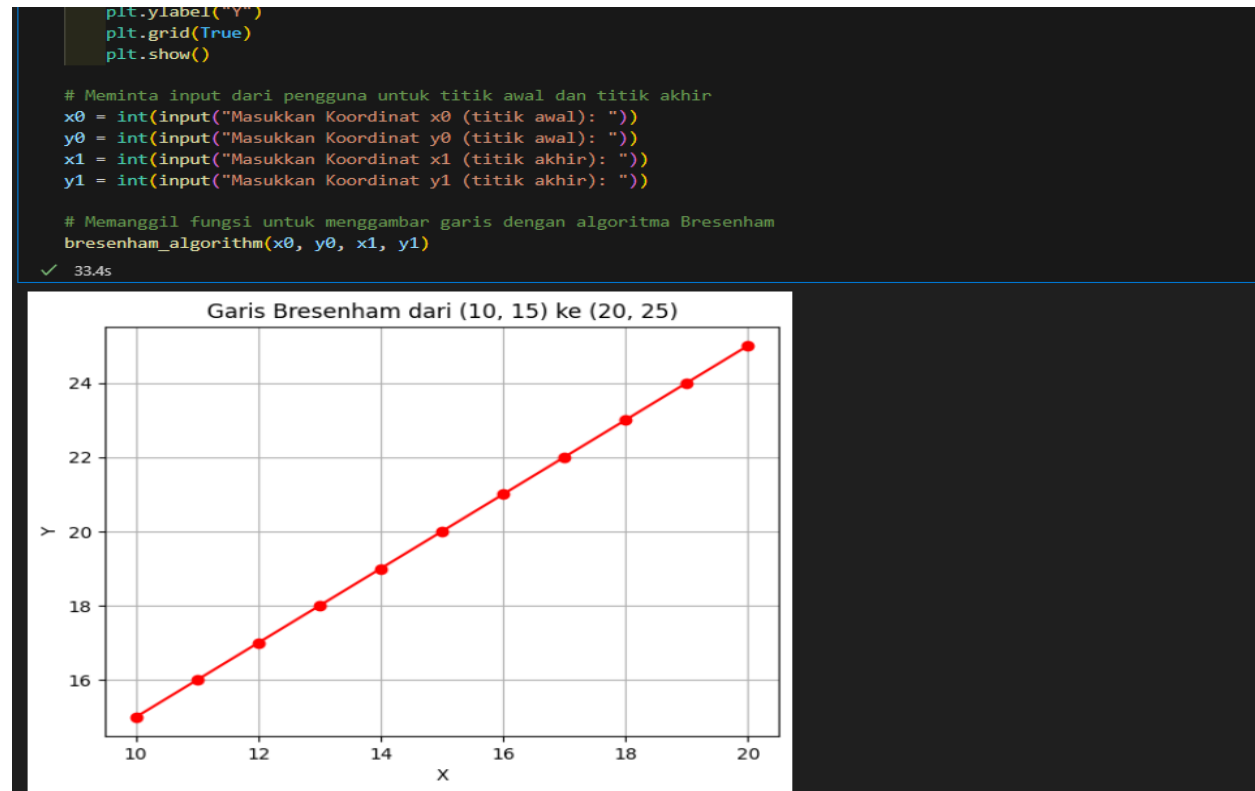
Praktikum 1 : <https://github.com/adi026-ar/phyton/blob/main/code/modul%203/praktikum1.py>



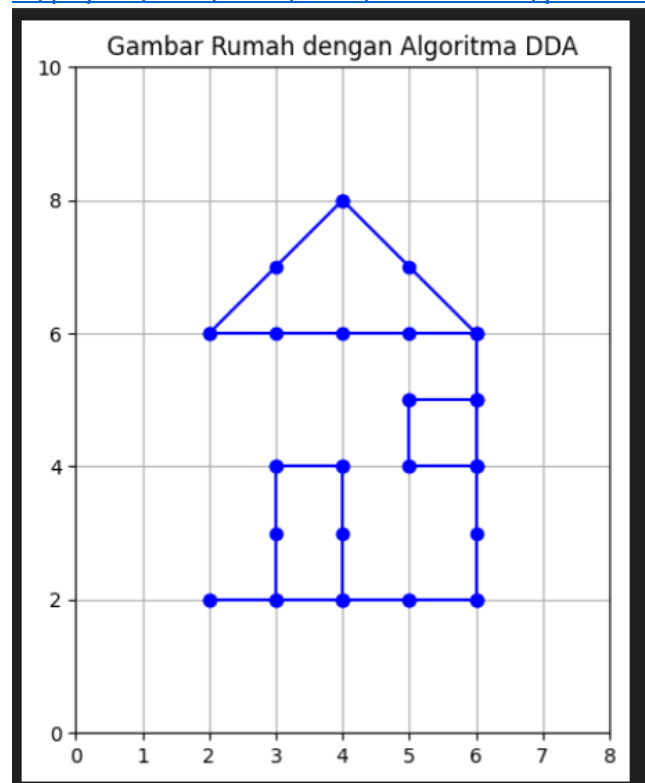
Praktikum 2 : <https://github.com/adi026-ar/phyton/blob/main/code/modul%203/praktikum2.py>



Praktikum 3 : <https://github.com/adi026-ar/phyton/blob/main/code/modul%203/praktikun3.ipynb>



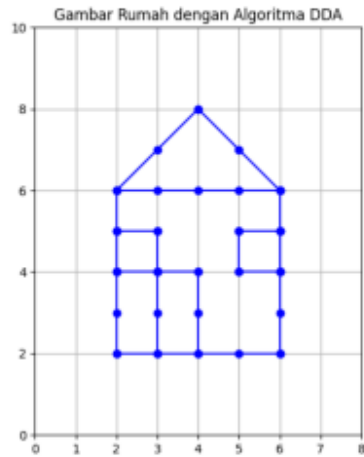
Praktikum 4 : <https://github.com/adi026-ar/phyton/blob/main/code/modul%203/praktikum4.ipynb>



BAB II TUGAS

G. LATIHAN/TUGAS

Buatlah kode program sederhana untuk menggambar rumah seperti gambar berikut:



Jawab : <https://github.com/adi026-ar/phyton/blob/main/code/modul%203/tugasM3.ipynb>

