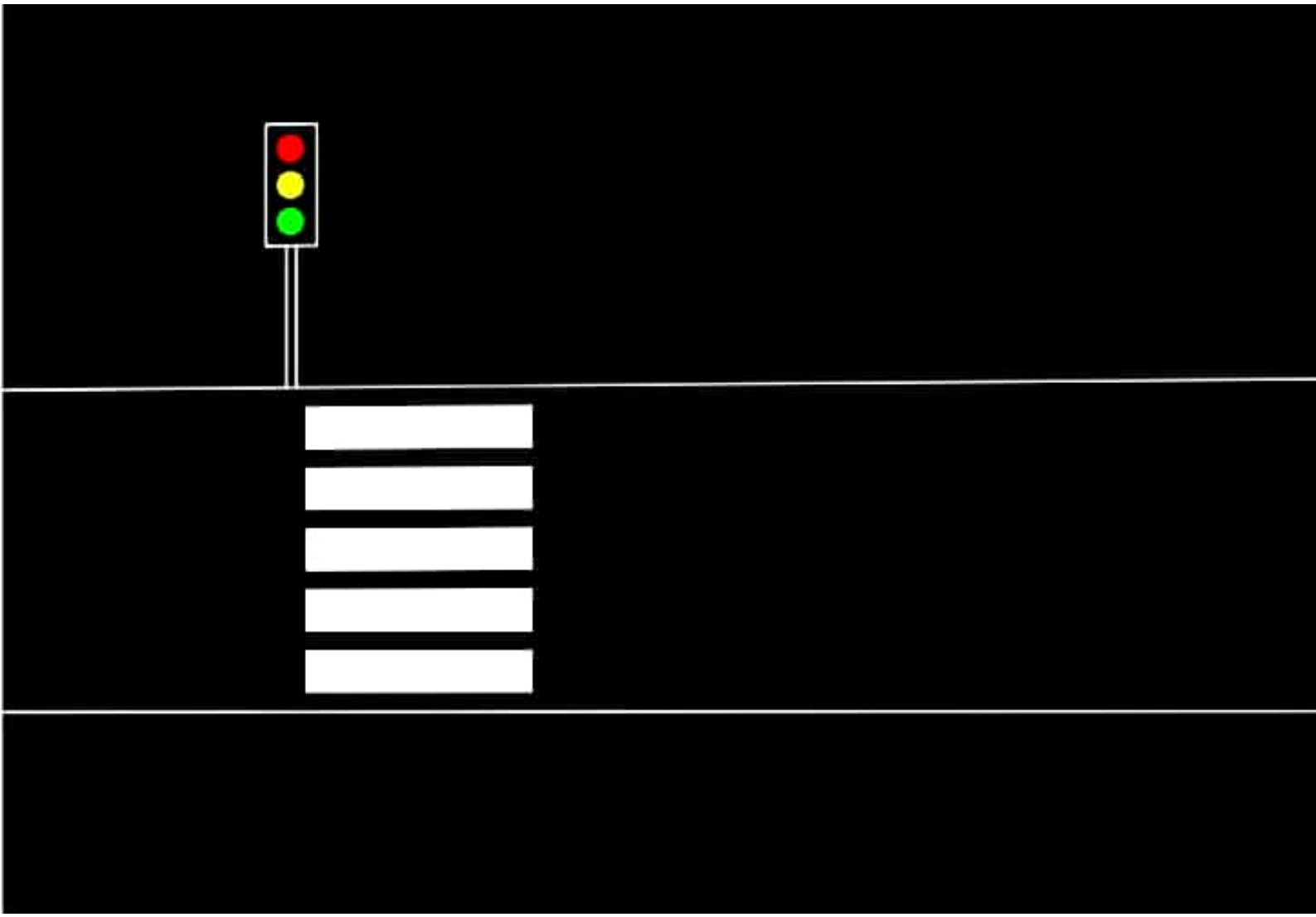
Name - Gulnaaz
Rollno - 1121055

Course - BCA 'A' Sem - 6
sub - Computer Graphics and Ani.

```
#include <graphic.h
int main()
{
 int gd = DETECT, gm;
 initgraph(&gd, &gm, "NULL");
 /* ROAD */
 line (0, 200, getmaxx(), 200);
 line (0, 360, getmaxx(), 360);
 /* Zebra Crossing */
 Set colour (WHITE);
 rectangle (150, 210, 260, 230);
 floodfill (152, 220, ~~260 260~~ White);
 rectangle (150, 240, 260, 260);
 flood fill (152, 241, WHITE);
 rectangle (150, 270, 260, 290);
 floodfill (152, 271, WHITE);
 rectangle (152, 300, 260, 320);
 floodfill (152, 301, WHITE);
 rectangle (150, 330, 260, 350);
 floodfill (152, 331, WHITE);
 /* Traffic Light */
 set color (WHITE);
 rectangle (140, 200, 145, 130);
 rectangle (130, 130, 155, 70);
```

```
Setcolor (RED);
Setcircle (145,82,6);
Floodfill (142,82,RED);
Setcolor (YELLOW);
Circle (142,100,6);
Floodfill (142,100,YELLOW);
Setcolor (GREEN);
Circle (142,118,6);
Floodfill (143,118,GREEN);
Setcolor (WHITE);
Rectangle (150,180,250,300);
rectangle (250,180,420,300);
rectangle (180,250,220,300);
line (200,100,150,180);
line (200,100,250,180);
line (200,100,370,100);
line (370,100,420,180);
Setcolour (BROWN);
Floodfill (152,182,WHITE);
Floodfill (252,182,WHITE);
Setcolor (LIGHTRED);
Floodfill (200,105,WHITE);
Floodfill (210,105,WHITE);
getch();
closegraph();
return();
}
```



Name - Gulraaz

Roll - 1121055

Course - BCA(A) Sem-6

Sub - Computer Graphics

```
#include <graphic.h>
#include <conio.h>
#include <stdio.h>
void main()
{
int gd = DETECT, gm, i;
float x, y, dx, dy, steps;
int x0, x1, y0, y1;
initgraph (&gd, &gm, "C:\\TC\\BGI");
Set bKcolor(WHITE);
X0 = 100, Y0 = 200, X1 = 500, Y1 = 300;
dx = (float) (x1 - x0);
dy = (float) (y1 - y0);
if(dx >= dy)
  {
   steps = dx;
  }
else
    {
     steps = dy;
    }
   dx = dx / steps;
   dy = dy / steps;
   x = x0;
   y = y0;
```

```
While (i<=steps)
{
  Pulpixel(x, y, RED);
  x+ =dx;
  y+ =dy;
  i= i+1;
}
getch();
closegraph();
}
```

Algo:-

Step 1: Start

Step 2: Declare x1, y1, x2, y2, dx, dy, x, y as integer variables

Step 3: Enter value of x1, y1, x2, y2.

Step 4: Calculate dx = x2 - x1

Step 5: calculate dy = y2 - y1

Step 6: if ABS(dx) > ABS(dy)
Then step = abs(dx)
else

Step 7: xinc = dx / step
yinc = dy / step
assign x = x1
assingn y = y1

Step 8: Set pixel (x, y)

Step 9: x = x + xinc
y = y + yinc
Set Pixels (Round(x), Round(y))

step10; Repeat step 9 until x = x2

step11: Stop