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Subject : Computer Graphics Practical

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1. DDA Algorithm

Step 1: Start

Step 2: Declare $x_1, y_1, x_2, y_2, dx, dy, x, y$ as integer values.

Step 3: Enter value of x_1, y_1, x_2, y_2 .

Step 4: Calculate $dx = x_2 - x_1$

Step 5: Calculate $dy = y_2 - y_1$

Step 6: If $ABS(dx) > ABS(dy)$
then $step = abs(dx)$

else

Step 7: $x_{inc} = dx / step$, $y_{inc} = dy / step$
assign $x = x_1$ & $y = y_1$

Step 8: set pixel (x, y)

Step 9: $x = x + x_{inc}$

$y = y + y_{inc}$

set pixels $(round(x), round(y))$

Step 10: Repeat Step 9 until $x = x_2$

Step 11: Stop

Anish Rawat

1. #include <graphics.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, "");

setbkcolor(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;

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$x = x_0;$

$y = y_0;$

$i = 1;$

while ($i \leq \text{steps}$)

{

putpixel(x, y, RED);

$x += dx;$

$y += dy;$

$i = i + 1;$

}

getch();

closegraph();

{

Krishna Patel

3. ~~#include <graphics.h>~~ Traffic Light

#include <graphics.h>

int ~~main~~ main()

{

int gd = DETECT, gm;

initgraph(&gd, &gm, "NULL");

line(0, 200, getmaxx(), 200);

line(0, 360, getmaxx(), 360);

setcolor(WHITE);

rectangle(140, 200, 145, 130);

rectangle(130, 130, 155, 70);

setcolor(RED);

circle(142, 82, 6);

floodfill(142, 82, RED);

setcolor(YELLOW);

circle(142, 100, 6);

floodfill(142, 100, YELLOW);

setcolor(GREEN);

circle(142, 118, 6);

floodfill(142, 118, GREEN);

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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);

setcolor (BROWN);

floodfill (152, 182, WHITE);

floodfill (252, 182, WHITE);

setcolor (LIGHTRED);

floodfill (182, 252, WHITE);

setcolor (LIGHTRED);

floodfill (200, 105, WHITE);

floodfill (210, 105, WHITE);

getch();

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