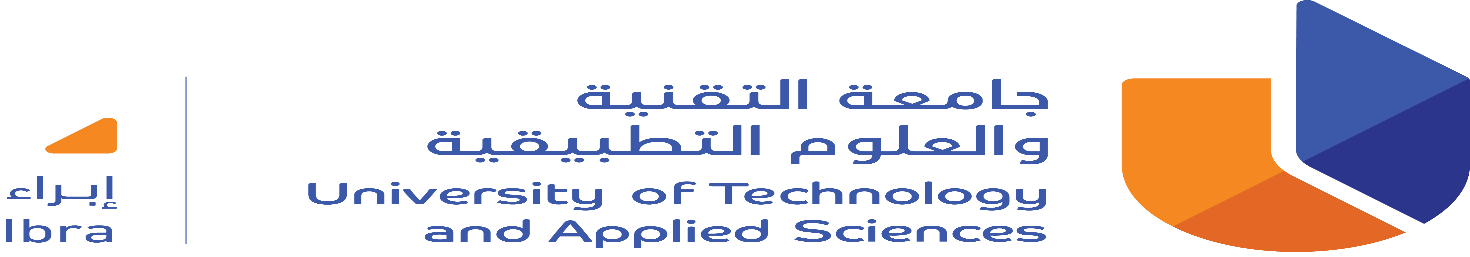
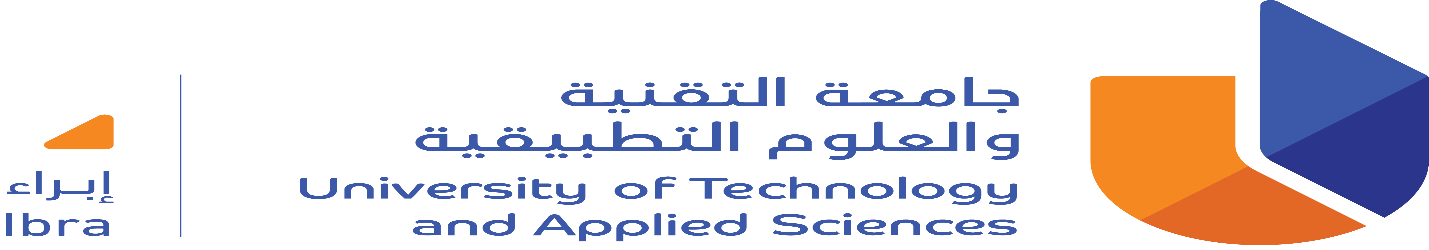
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**Department of Information Technology**

**Semester-I, AY 2022-2023**

**Assignment**

|  |  |
| --- | --- |
| **Student ID** | 36S1892 |
| **Student name** | Al-Yazid Talal Al-Mukhaini |
| **Department** | **Information Technology** |
| **Section** | **1** |
| **Course Code** | **ITSE304** |
| **Course Title** | **Computer Graphics** |
| **Due Date** | **11/12/2022** |
| **Submission Date** | **/\_\_\_/2022**\_ \_ |

****

**Department: □ Engineering □ Business studies □ IT**

**Student Plagiarism Declaration Form**

Student Name: Al-Yazid Al-Mukhaini Student ID: 36S1892

Student Level: **Advanced** **Diploma**

Course Code: ITSE304 Course Title: Computer Graphics

Academic Year: 2022-2023, Semester: I

I hereby declare that:

 I have complied with the plagiarism policy of UTAS- IBRA.

 I confirm that the assignment work submitted for the assessment is our original work except the expressly mentioned references for the information which I have used in my assignment.

 I understand and agree that in case the plagiarism / malpractice is detected in my work, the class lecturer of the course can take appropriate action against me under the context of policies and Bylaws.

Signature: Date:

**Note/Instruction:**

* The assignment is for 10 Marks.
* The assignment should be done individually by the students.
* The assignment should be submitted as a softcopy(zipped format) in moodle, along with the **duly filled Plagiarism Statement and first page**.
* Copy the code, inputs and output and save it as word file in the project folder
* **Directly copying the code** from the website or from other students will be considered as **plagiarized**.
* Use distinct variable /field name wherever required.
* The marks will be distributed based on relative performance with respect to all the answers.
* **Copying the answers** from one or more students will be treated as malpractice.
* **Include the website address/details of books as your reference in the last page.**

TO DO:

Create a Chess board object using Code Blocks 13.1 or with any other Version available.

Instructions:

1. The chess board should be of size 3x3.
2. Use Different Color Instead of white and black.
3. Use different functions to display the white square and the black square.
4. Include a yellow color outline for the chess board.
5. Display the chess board in the center of the output window.
6. Implement any algorithm you studied in the course to display the outline border.

Sample Output:

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |