ST.XAVIER’S COLLEGE

**Maitighar, Kathmandu**



**COMPUTER GRAPHICS**

**LAB ASSIGNMENT #6**

**Submitted By:**

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**Submitted To:**

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**STATEMENT:\_TO DRAW ELLIPSE IN C++ BUILDER**

**MIDPOINT ELLIPSE ALGORITHM:**

1. Input *rx*, *ry*, and ellipse center (*xc*, *yc*), and obtain the first point on an ellipse centered on the origin as

(*x*0, *y*0) = (0, *ry*)



1. Calculate the initial parameter in region 1 as
2. At each *xi* position, starting at *i* = 0, if *p*1*i* < 0, the next point along the ellipse centered on (0, 0) is (*xi* + 1, *yi*) and



otherwise, the next point is (*xi* + 1, *yi* – 1) and



and continue until

1. (*x*0, *y*0) is the last position calculated in region 1. Calculate the initial parameter in region 2 as



1. At each *yi* position, starting at *i* = 0, if *p*2*i* > 0, the next point along the ellipse centered on (0, 0) is (*xi*, *yi* – 1) and



otherwise, the next point is (*xi* + 1, *yi* – 1) and



Use the same incremental calculations as in region 1. Continue until *y* = 0.

1. For both regions determine symmetry points in the other three quadrants.
2. Move each calculated pixel position (x, y) onto the elliptical path centered on (*xc*, *yc*) and plot the coordinate values

***x* = *x* + *xc* , *y* = *y* + *yc***

**Source Code:-**

#include <vcl\vcl.h>

#pragma hdrstop

#include "Unit1.h"

//---------------------------------------------------------------------------

#pragma resource "\*.dfm"

TForm1 \*Form1;

int xc,yc,rx,ry,x,y,p;

//---------------------------------------------------------------------------

\_\_fastcall TForm1::TForm1(TComponent\* Owner)

: TForm(Owner)

{

}

//---------------------------------------------------------------------------

void \_\_fastcall TForm1::Button1Click(TObject \*Sender)

{

xc=StrToInt(Edit1->Text);

yc=StrToInt(Edit2->Text);

rx=StrToInt(Edit3->Text);

ry=StrToInt(Edit4->Text);

x=0;

y=ry;

p=(ry\*ry)-(rx\*rx\*ry)+((rx\*rx)/4);

while((2\*x\*ry\*ry)<(2\*y\*rx\*rx))

{

Image1->Canvas->Pixels[xc+x][yc-y]=RGB(100,125,150);

Image1->Canvas->Pixels[xc-x][yc+y]=RGB(100,1,0);

Image1->Canvas->Pixels[xc+x][yc+y]=RGB(0,125,150);

Image1->Canvas->Pixels[xc-x][yc-y]=RGB(200,15,150);

if(p<0)

{

x=x+1;

p=p+(2\*ry\*ry\*x)+(ry\*ry);

}

else

{

x=x+1;

y=y-1;

p=p+(2\*ry\*ry\*x+ry\*ry)-(2\*rx\*rx\*y);

}

}

p=((float)x+0.5)\*((float)x+0.5)\*ry\*ry+(y-1)\*(y-1)\*rx\*rx-rx\*rx\*ry\*ry;

while(y>=0)

{

Image1->Canvas->Pixels[xc+x][yc-y]=RGB(100,125,150);

Image1->Canvas->Pixels[xc-x][yc+y]=RGB(100,1,0);

Image1->Canvas->Pixels[xc+x][yc+y]=RGB(0,125,150);

Image1->Canvas->Pixels[xc-x][yc-y]=RGB(200,15,150);

if(p>0)

{

y=y-1;

p=p-(2\*rx\*rx\*y)+(rx\*rx);

}

else

{

y=y-1;

x=x+1;

p=p+(2\*ry\*ry\*x)-(2\*rx\*rx\*y)-(rx\*rx);

}

}

**OUTPUT:-**

