**ST. XAVIER’S COLLEGE**

**(Affiliated to Tribhuvan University)**

**Maitighar, Kathmandu**

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**COMPUTER GRAPHICS**

**LAB ASSIGNMENT #8**

**Submitted by:**

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**Submitted to:**

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STATEMENT: WAP TO ILLUSTRATE REFLECTION.

SOURCE CODE:

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

#include <vcl\vcl.h>

#pragma hdrstop

#include "Unit1.h"

int x,y,a,b,i,j;

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

#pragma resource "\*.dfm"

TForm1 \*Form1;

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

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

: TForm(Owner)

{

}

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

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

{

x=Image1->Height;

y=Image1->Width;

for (i=0;i<=x;i++)

{

for (j=0;j<=y;j++)

{

a=-i;

b=-j;

a=a+x;

b=b+y;

Image2->Canvas->Pixels[a][b]=Image1->Canvas->Pixels[i][j];

}

}

}

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

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

{

x=Image1->Height;

y=Image1->Width;

for (i=0;i<=x;i++)

{

for (j=0;j<=y;j++)

{

a=i;

b=-j;

b=b+y;

Image3->Canvas->Pixels[a][b]=Image1->Canvas->Pixels[i][j];

}

}

}

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

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

{

x=Image1->Height;

y=Image1->Width;

for (i=0;i<=x;i++)

{

for (j=0;j<=y;j++)

{

a=-i;

b=j;

a=a+x;

Image4->Canvas->Pixels[a][b]=Image1->Canvas->Pixels[i][j];

}

}

}

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

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

{

x=Image1->Height;

y=Image1->Width;

for (i=0;i<=x;i++)

{

for (j=0;j<=y;j++)

{

a=j;

b=i;

Image5->Canvas->Pixels[a][b]=Image1->Canvas->Pixels[i][j];

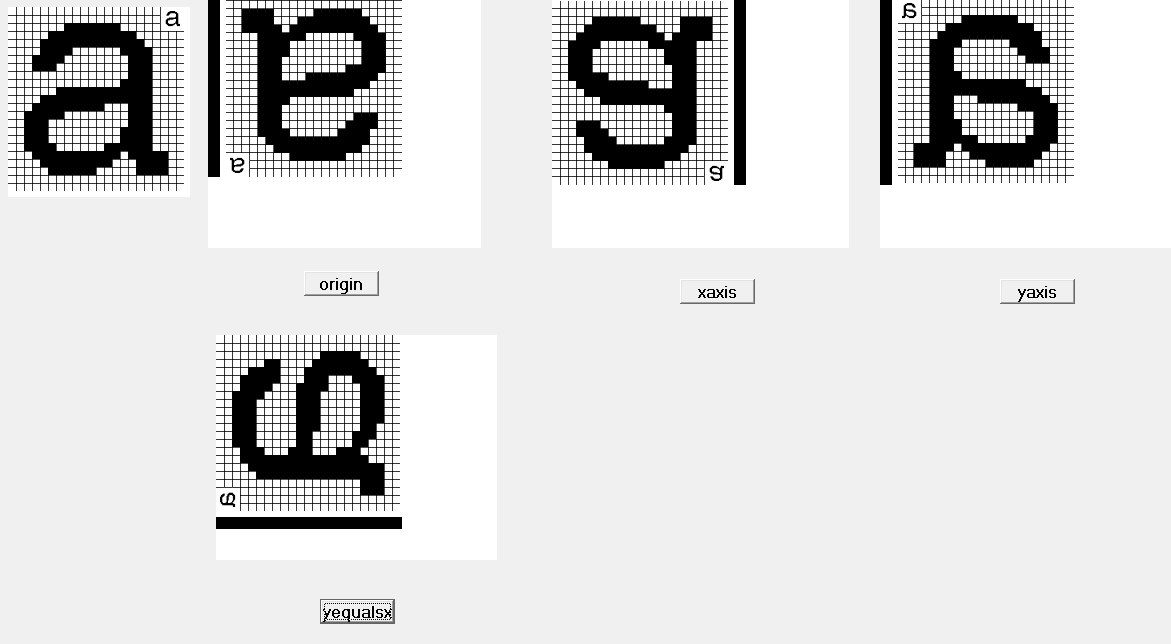
}

}

}

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

OUTPUT:



CONCLUSION:

Hence different types of reflection were illustrated using c++ Builder.