**ST.XAVIER,S COLLEGE**

**Maitighar, Kathmandu**



Digital Logic Lab Assignment #8

**To perform reflection operation**

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013BScCSIT048 (4th Semester)

**Submitted to**

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**Source Code**

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

#include <vcl\vcl.h>

#pragma hdrstop

#include "Unit1.h"

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

#pragma resource "\*.dfm"

TForm1 \*Form1;

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

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

: TForm(Owner)

{

}

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

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

{

int x,y,i,j;

x=Image1->Height;

y=Image1->Width;

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

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

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

Image4->Canvas->Pixels[x-i][j]=Image3->Canvas->Pixels[i][j];

}

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

void \_\_fastcall TForm1::Button2Click(TObject \*Sender)

{

int x,y,i,j;

x=Image1->Height;

y=Image1->Width;

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

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

{

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

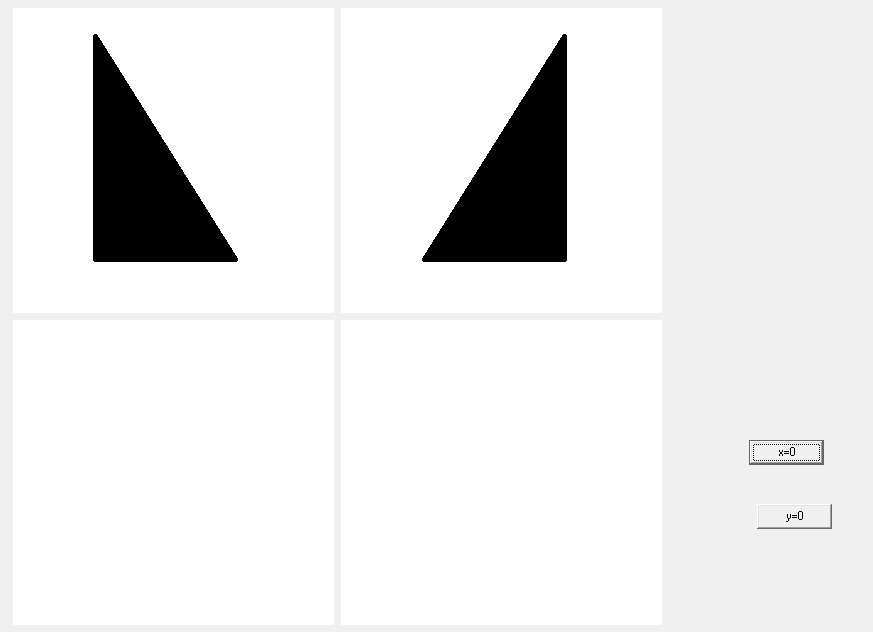
Image4->Canvas->Pixels[i][y-j]=Image2->Canvas->Pixels[i][j];

}

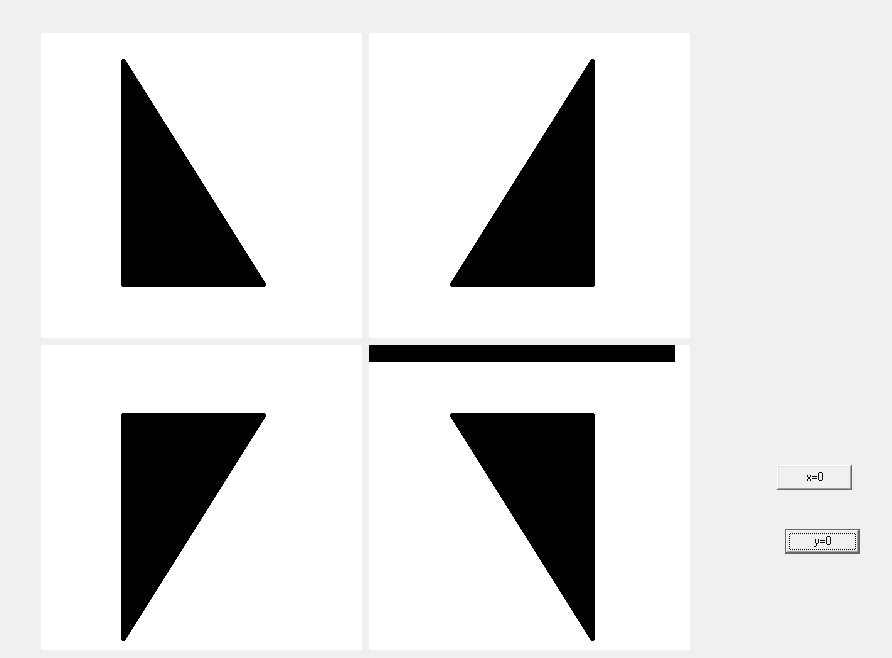
}

# Output

With x-axis:



With y-axis



# Conclusion:

Hence, the reflection was done using C++ builder.

# Reference

[1] Er.Anil Sah,”CG Manual( 2015 ).pdf”