ST. XAVIER’S COLLEGE

**(Affiliated to Tribhuvan University)**

**Maitighar, Kathmandu**

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**Computer Graphics**

**Lab Assignment#6**

**SUBMITTED BY**

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**SUBMITTED TO**

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**Statement**

**Do shearing using C++ Builder.**

**Program codes**

**//---------------------------------------------------------------------------**

**#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)**

**{**

**Image3->Canvas->FillRect(ClientRect);**

**int a,b,i,j,h,w;**

**float sx,sy;**

**sx= StrToFloat(inSx->Text);**

**sy= StrToFloat(inSy->Text);**

**h=Image2->Height;**

**w=Image2->Width;**

**for(i=0;i<=w;i++){**

**for(j=0;j<=h;j++){**

**a=(int)i+sx\*j;**

**b=(int)j+sy\*i;**

**Image3->Canvas->Pixels[a][b] = Image2->Canvas->Pixels[i][j];**

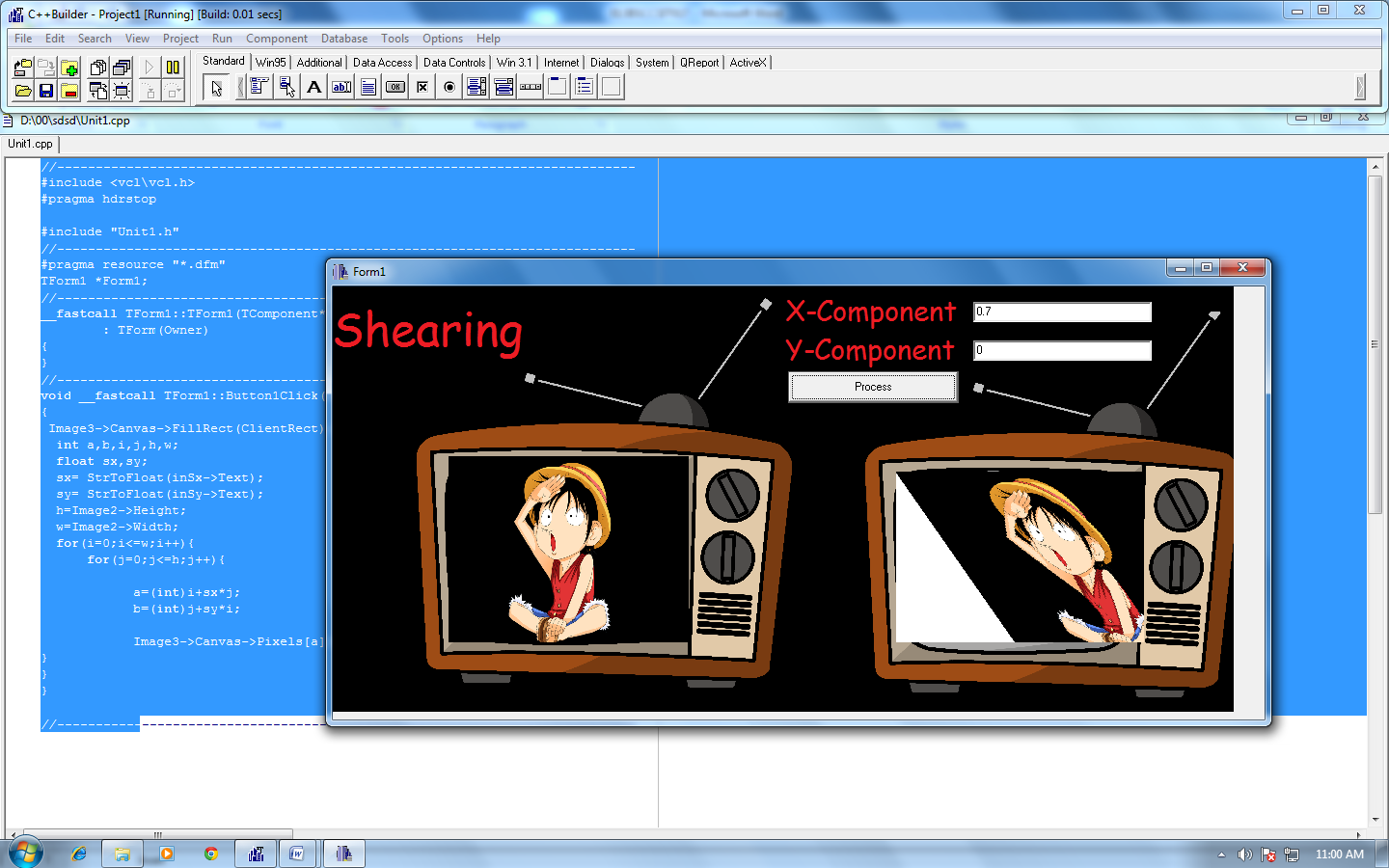
**}**

**}**

**}**

**//-----------**

**Output screen**

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