ST. XAVIER’S COLLEGE

**(Affiliated to Tribhuvan University)**

Maitighar, Kathmandu



**Computer Graphics Assignment #1**

**Submitted by:**

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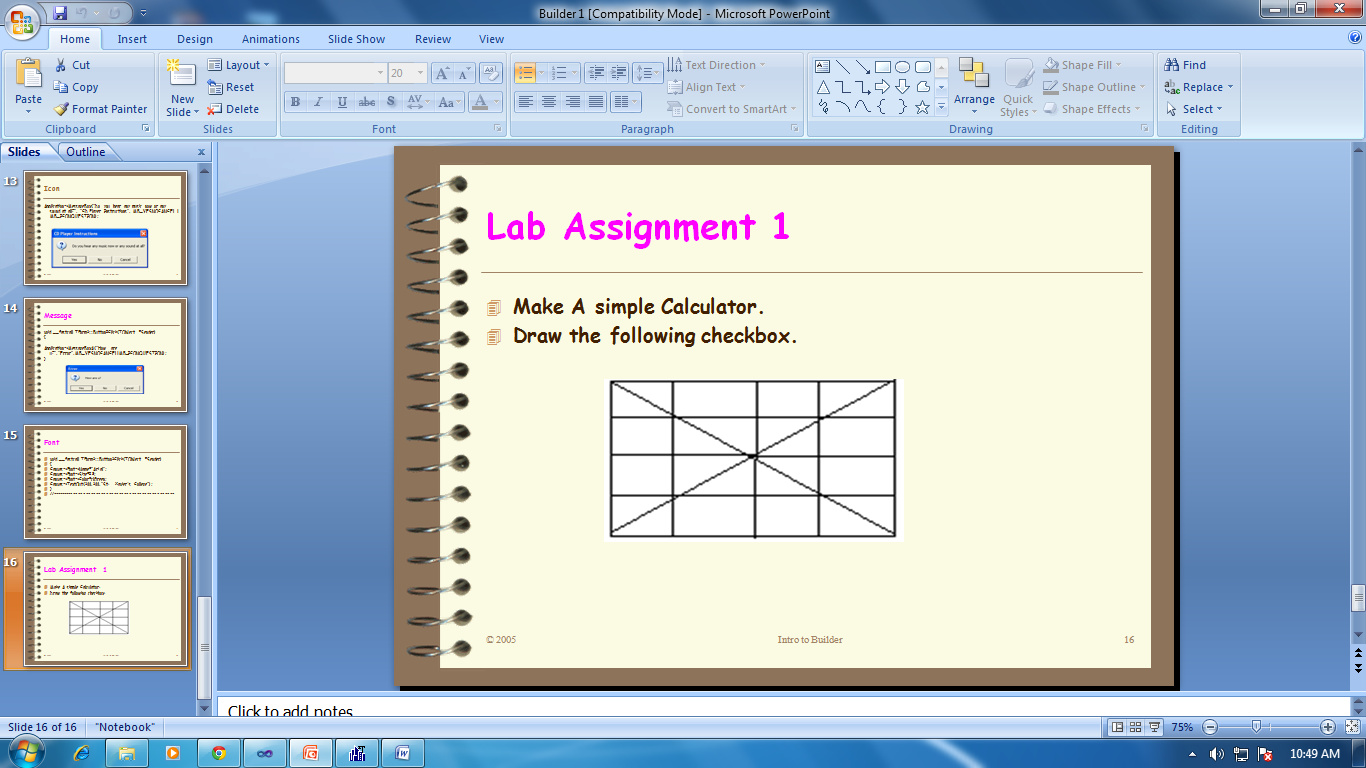
**Submitted to:**

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| --- | --- |
| Er. Anil K. Sah Lecturer, St. Xavier’s College |  |

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**STATEMENT:**

Draw the following checkbox:



**SOURCE CODE:**

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

#include <vcl\vcl.h>

#pragma hdrstop

#include "board.h"

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

#pragma resource "\*.dfm"

TForm1 \*Form1;

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

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

: TForm(Owner)

{

}

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

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

{

//Make the button disappear

drawChecker->Visible=false;

//Draw the diagonals

Form1->Canvas->MoveTo(0,0);

Form1->Canvas->LineTo(Form1->ClientWidth,Form1->ClientHeight);

Form1->Canvas->MoveTo(Form1->ClientWidth,0);

Form1->Canvas->LineTo(0,Form1->ClientHeight);

for(int i=0;i<4;++i) {

float xPos = i\*((Form1->ClientWidth)/4);

float yPos = i\*((Form1->ClientHeight)/4);

//Draw the vertical straight lines

Form1->Canvas->MoveTo(xPos,0);

Form1->Canvas->LineTo(xPos,Form1->ClientHeight);

//Draw the horizontal straight lines

Form1->Canvas->MoveTo(0,yPos);

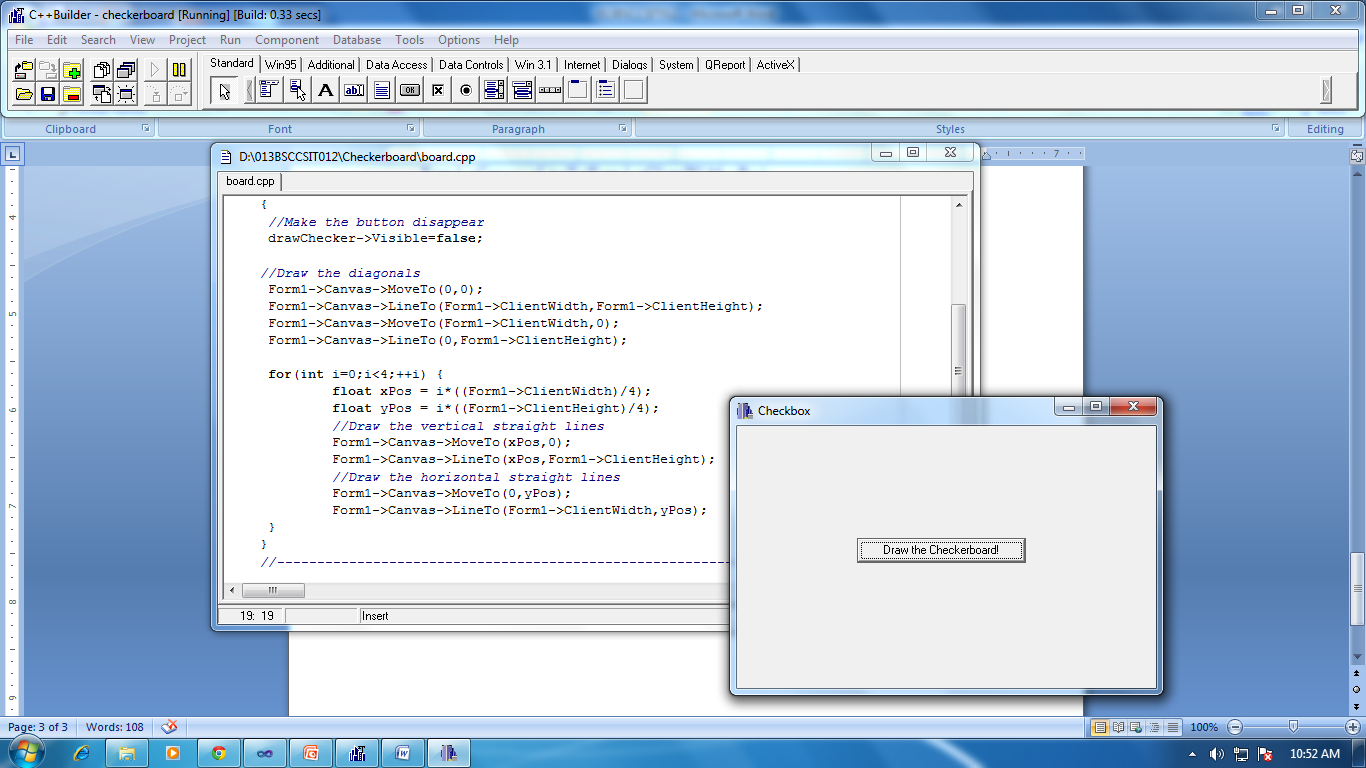
Form1->Canvas->LineTo(Form1->ClientWidth,yPos);

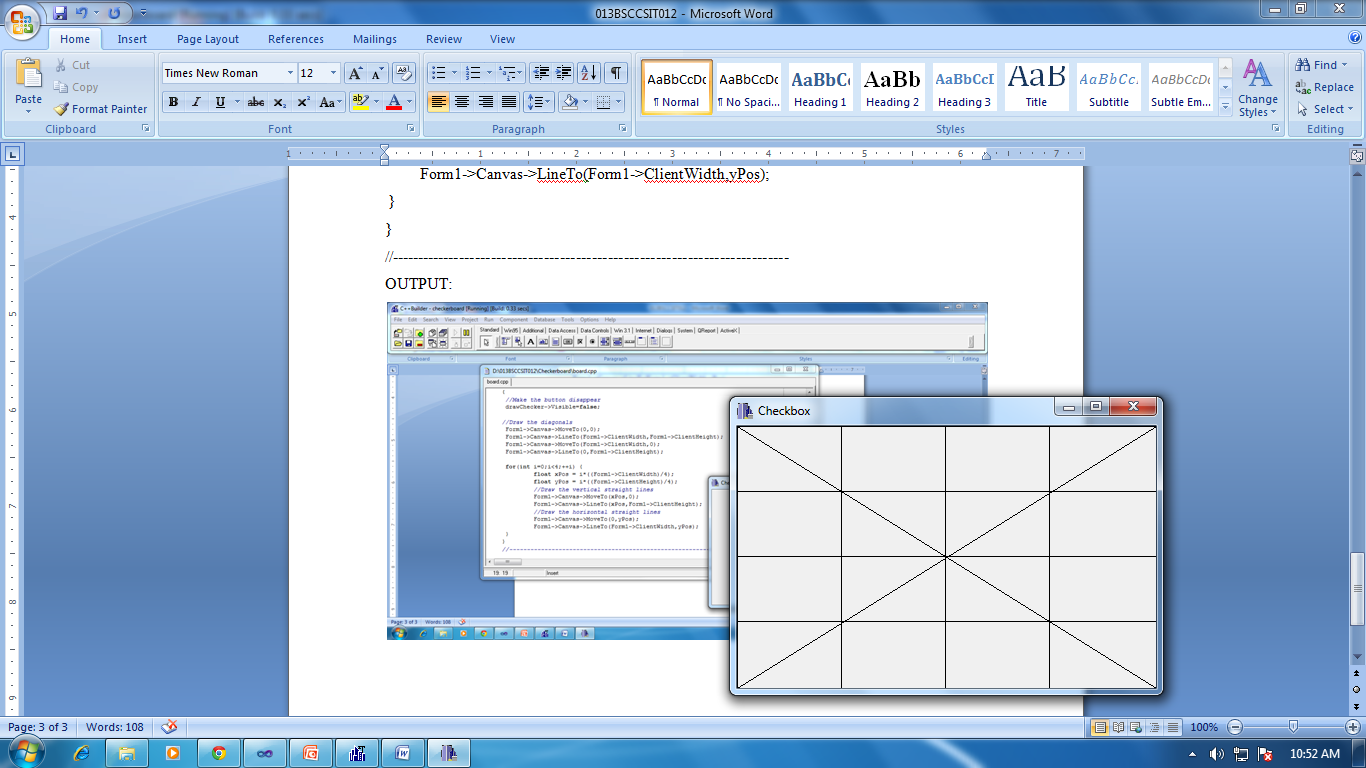
}

}

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

**OUTPUT:**





**CONCLUSION:**

Thus, a checkerboard pattern was created using C++ Builder by accessing the canvas field of the Form1 object and using the MoveTo() and LineTo() methods of the canvas object.