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Regards,

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**ABSTRACT**

A 2d graphics based project “Simulation of College Bus” is a great start for a student who has just started learning computer graphics & visualization. The development of the project enables the developer to learn computer graphics from scratch. We used OpenGL utility toolkit to implement the algorithm, written it in C++ language.

There is still scope left in the development of project like, after the bus has dropped the girl at her college the developer can create a situation in which the bus is required to be parked properly at the parking lot. The introduction screen can also be modified further by embedding buttons like “Press to go to next screen” etc. In future we hope we would implement it in source code for better experience of implementation of this project.

Finally, we could say by developing this particular project we have learnt the basics of computer graphics and in future by developing it further we shall learn more. It will be our pleasure if we could develop the same in 3d graphics package.