**VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

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A Mini Project Report On

***“*Atom Simulation*”***

*Submitted in partial fulfillment of the requirements for*

**CG MINI PROJECT [18CSL67]**

*In*

**6th SEM COMPUTER SCIENCE AND ENGINEERING**

Submitted By

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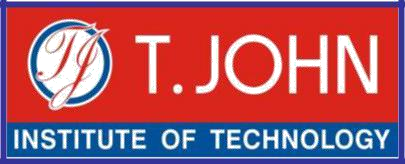
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**(Affiliated to Visvesvaraya Technological University) Approved by AICTE, Govt. of India, New Delhi.**

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**CERTIFICATE**

This is to certify that the Computer Graphics Mini Project entitled **“Atom Simulation”** is submitted by **ATHUL SANKAR VP (1TJ19CS012) and DHANISH PT (1TJ19CS020)** bonafide students of **T. John Institute of Technology,** in partial fulfillment of requirements for Sixth Semester **B.E (Computer Science and Engineering)** during the year 2021-2022. The mini project has been approved as it satisfies the academic requirements in respect of project work prescribed by the **Visvesvaraya Technological University.**

**Project Guide HOD**

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**ABSTRACT**

Everything you see around you is made up of atoms, and all atoms consist of subatomic particles. In the Atom simulation, you will learn the names of the basic subatomic particles and understand.

As a part of the project, you’ll see how the electrons are revolving around the nucleus in their respective orbits. One can see and spot the nucleus, atoms and electrons and can understand how an electron revolves around the nucleus. The project has made in such a way that one can easily understand the simulation of atoms.

This project has been developed in Windows OS with interfacing keyboard and mouse with menu driven interface. And plans to include lighting, shading and other features in future enhancement.

This project is written in C and used OpenGL (Open Graphics Library). Open Graphics Library is a cross-language, cross-platform application programming interface for rendering 2D and 3D vector graphics. The API is typically used to interact with a graphics processing unit, to achieve hardware-accelerated rendering.

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