President University

Report of Programming Assignment 3

Computer Graphics and Animations

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# **Introduction**

To display objects in a computer screen, certain pixels on the screen must be filled to represent the object on the screen. Certain algorithms needs to be executed in order to avoid the user to fill the pixels themselves. Taking circles and ellipses as the main object focus of this program, the midpoint algorithm will be the algorithm to determine which pixels are to be set. Other algorithms exists to determine the pixels, but the midpoint algorithm is proven to be able to correctly determine the pixels. This will be covered further in the Basic Theory section.

This program was created using Visual Basic programming language. In this report, we cover: basic theory, how to use the application, evaluation of the main features, explanation of data structure, work log, conclusion and remarks.

# **Basic Theory**

# **Implementation**

# **Design**

# **Evaluation**

# **Work Log**

# **Conclusion and Remarks**