



# /GRAPHER

a 2d equation plotter  
in C





# /MEET THE TEAM



**/01** /Krishant Timilsina

> 078BCT045

**/02** /Bishal Panta

> 078BCT036

**/03** /Prabin Adhikari

> 078BCT058

**/04** /Apil Chaudhary

> 078BCT017





# /CONTENTS



## /LIBRARY

A brief intro to  
the custom  
graphics library  
used



## /DEMONSTRATION

A quick demo to  
how the  
application works



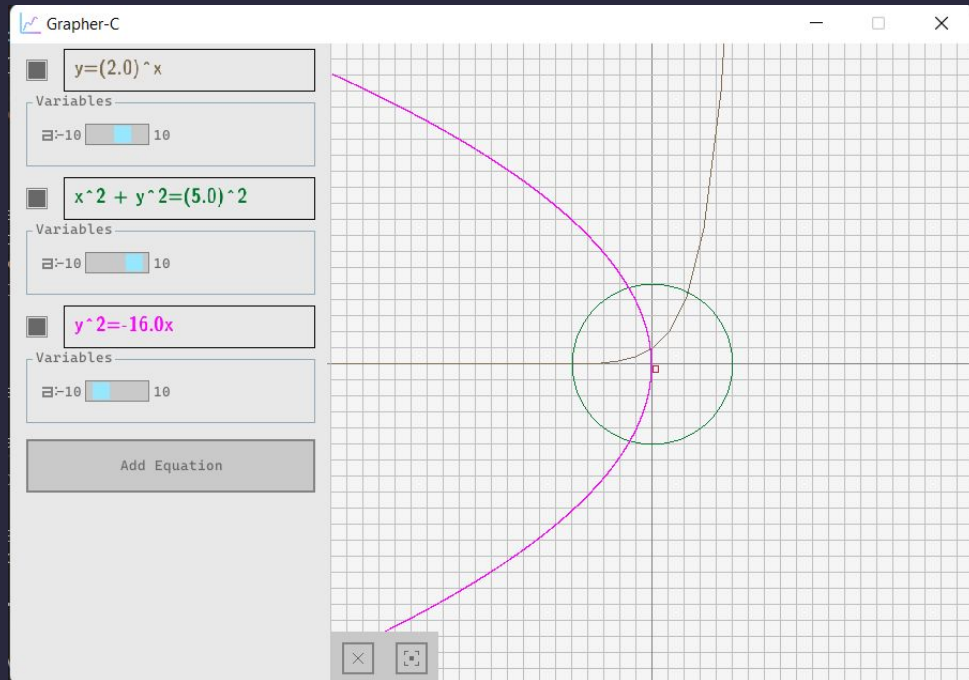
## /CODE REVIEW

Understanding the  
logic behind the  
application





# /SCREENSHOT





# <WHOA!>

> That seems complicated.  
How did you pull that off?

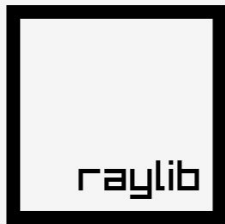




“the art of programming is the  
skill of controlling  
complexity”

—**Marijn Haverbake**





A simple and easy-to-use library  
to enjoy videogames programming

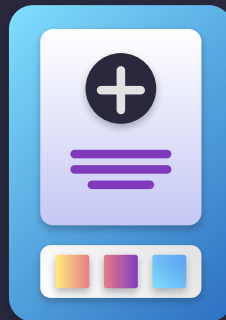
# /RAYLIB

raylib is a cross-platform  
easy-to-use graphics library  
built around OpenGL. It is  
written in C.





# <PROJECT DEMONSTRATION>



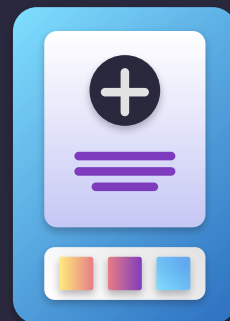


# /FLOWCHART





# <CODE REVIEW>





# /LINKS

Did you like the project? Want to learn more or contribute?

## /GITHUB LINK

<https://github.com/krishtimil/grapher-c>

## /RESOURCES

- C Programming Language – GeeksForGeeks  
(<https://www.geeksforgeeks.org/c-programming-language/>)
- Raylib Examples  
(<https://www.raylib.com/examples.html>)
- StackOverFlow  
(<https://stackoverflow.com/>)





# <THANK YOU>

**Any Questions?**

