Bouncing Ball

Presented By

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Project Guide
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Contents

- Introduction

- Objectives

- Features

- Built in functions used

- Block Diagram

- Output Screenshots

1. Introduction

- This project is about the bouncing ball.
- The ball bounces from the top to bottom and takes a sinusoidal path.

2. Objectives

1. To manipulate visual and geometric information of the image.

2. To implement various clipping algorithms.

3. To understand various functions and commands in graphics.

4. To enhance the concept of the knowledge in C language and its applications.

5. To study the implementation of various header files and the predefined functions inside it.
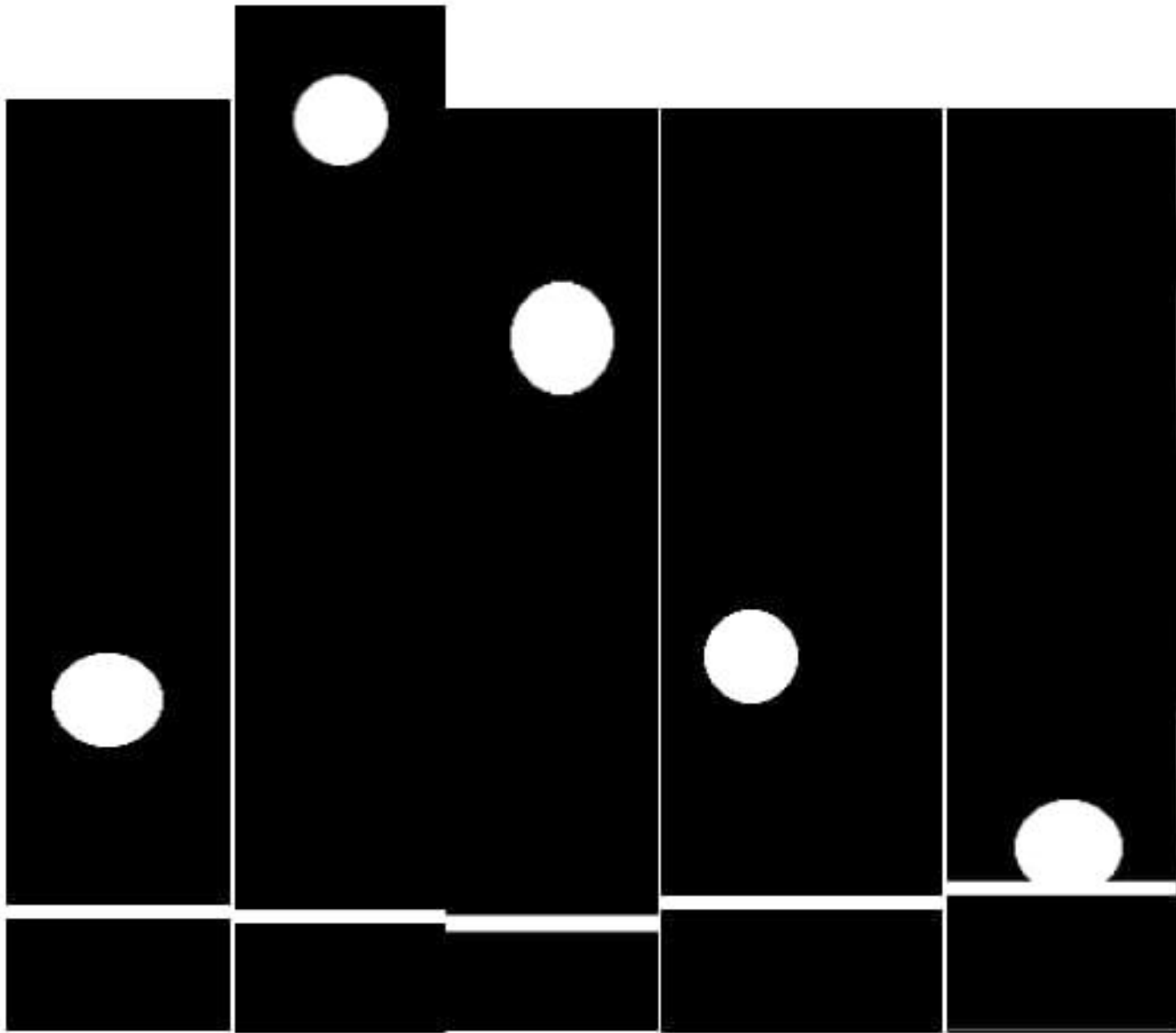
3. Built in functions used

Syntax:

- intigraph(); - Initializes the graphics system.

- getmaxx(); - Returns the maximum X coordinate for current graphics mode and driver.

- getmaxy(); - Returns the maximum Y coordinate for current graphics mode and driver.

- floodfill(int x, int y, int border); - To fill an enclosed area.

- rectangle(int left, int top, int right, int bottom); - Draws a rectangle.

- pieslice(int x, int y, int starting angle, int ending angle, int radius); - Draws and fills a pie slice with center and radius.

- delay(); - To stop the execution of the program for some period of time.

- kbhit(); - To determine if a key has been pressed or not.

4. Block Diagram/ Flow diagram

rectangle → floodfill → pieslice → delay → kbhit

5. Output of Project

Thank You...!!