

HO THIEN PHUOC



DHMT- LAB 02

|| Guided by ||

Mr. PHAM MINH HOANG

Report

CATALOGUE

- Personal information (Student Id, Full Name)
- Report

CONTENT

PERSONAL INFORMATION

Hồ Thiên Phước 19127517

REPORT

No	Requirements	Complete
1	Implement an 2D affine transformation class on basis objects	
a	Line segment, circle, ellipse, rectangle, polygon	100%
b	Equilateral triangle, equilateral pentagon, equilateral hexagon	100%
2	Manipulate on 2D objects	
a	Move shapes by dragging mouse	100%
b	Rotate shapes by dragging mouse on control points	100%
c	Zoom shapes by dragging mouse on control points	100%
3	Friendly interface, easy to use (refer to Paint or other popular graphic softwares)	100%
4	Using OOP	100%