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POSTED BY AJAI JOTHI AT 12:24 PM - 0 COMMENTS

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Simple Animation Using C

Here i have used fillpoly function to draw the object body and used fillellipse function to draw tier. animation is done by looping

throug...

Random Bouncing Ball Animation

Simple animation of random balls that bounces within the screen Source: #include<stdio.h>

#include<graphics.h> #include<...

Midpoint Ellipse Drawing Algorithm

#include<stdio.h> #include<conio.h> #include<graphics.h> #include<math.h> void disp(); float x,y; int xc,yc; void m...

2D Reflection

#include <stdio.h> #include <stdlib.h> #include<graphics.h> #include<conio.h> #include<math.h> void draw2d(in...

2D Shearing

#include <stdio.h> #include <stdlib.h>
#include<graphics.h> #include<conio.h>
#include<math.h> void draw2d(i...

Personal Diary - A Mini Project Written in Turbo C With Graphical Interface

A Simple Personal Diary written in

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<math.h>
void cplot(int,int,int,int);
void main()
int gd=DETECT,gm;
int x,y,p,xc,yc,r;
initgraph(&gd,&gm,"");
cleardevice();
printf("x,y,r : ");
scanf("%d%d%d",&xc,&yc,&r);
x=0; y=r;
p=1-r;
cplot(xc,yc,x,y);
while(x<y)
x++;
if(p<0)
p+=2*x+1;
else
{
y--;
p+=2*(x-y)+1;
cplot(xc,yc,x,y);
}
getch();
}
void cplot(int xc, int yc
putpixel(xc+x,yc+y,15);
putpixel(xc-x,yc+y,15);
putpixel(xc+x,yc-y,15);
putpixel(xc-x,yc-y,15);
putpixel(xc+y,yc+x,15);
putpixel(xc-y,yc+x,15);
putpixel(xc+y,yc-x,15);
putpixel(xc-y,yc-x,15);
```

LABELS: C GRAPHICS, COMPUTER GRAPHICS LAB PROGRAM

Turbo C with Graphical User Interface Features, Birthday Reminder Notes Address Book The main

3D Projection

I hope you will remember engineering graphics in your first year of engineering, This basic idea will be useful in understanding the

conc...

3D Rotation

sdf#include <stdio.h> #include <stdlib.h> #include<graphics.h> #include<conio.h> #include<math.h> void draw...

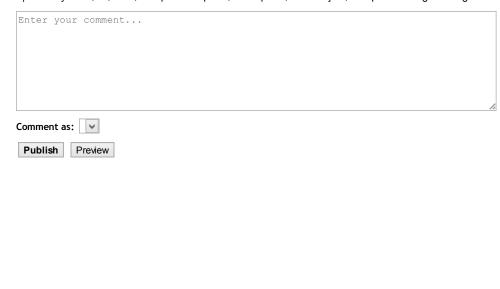
Midpoint Circle Drawing Algorithm

#include<stdio.h> #include<conio.h> #include<graphics.h> #include<math.h> void cplot(int,int,int,int); void main() ...

Bresenham's Line Drawing Algorithm

#include<stdio.h>#include<conio.h>
#include<graphics.h> void Bresenhams(int x1,int y1,int x2,int y2,int col,int del); vo...

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CSS Tricks (2)

Javascript Tricks (1)

Line Clipping (1)

Mini Projects in C (1)

PHP (1)

RGB in C (1)

- ▼ 2012 (28)
 - ▶ December (3)
 - ► October (1)
 - ► September (11)
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4/11/1	Midpoint Circle Drawing Algorithm Own My Code, C, C++, Computer Graphics, C Graphics, Mini Project, Computer & Programm
	2D Scaling
	2D Translation
	Simple Animation Using C
	View Port
	Polygon Clipping
	Line Clipping
	Fill Styles
	Line Styles
	Midpoint Ellipse Drawing Algorithm
	Midpoint Circle Drawing Algorithm
	Bresenham's Line Drawing Algorithm
	DDA Line Drawing Algorithm
	Simple Graphics Program
0.00	nuclica (09)
	puter Graphics Lab Program (21)
	C (7)
	G (4)
	ation using C (2)
css.	Tricks (2)
Javas	script Tricks (1)
Line (Clipping (1)
Mini F	Projects in C (1)
PHP (
RGB	in C (1)

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