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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(l...
```

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,int x,int y)
{
    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

con6...

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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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

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