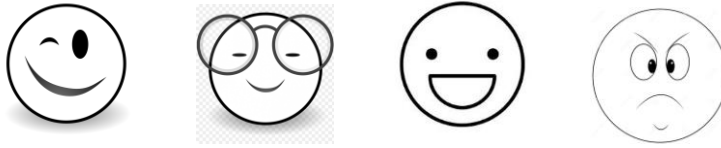


Set: A

- a) Write a program to draw the following figures using the built-in graphics function.



- b) Write a program to draw a circle and when press 'i' on the keyboard the radius of the circle increases by 15 pixel and when press 'd' decreases by 15 pixel.
- c) Write a program to draw a line using Bresenham's line algorithm

Set: B

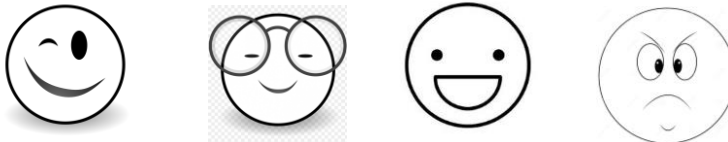
- a) Write a program to draw the following figure using the built-in graphics function.



- b) Write a program to draw a circle on the center of the screen. When press 'l' it moves on the left of the screen, when press 'r' moves on the right, when press 'u' moves on the upward and when press 'd' moves on the downward.
- c) Write a program to draw a circle using Midpoint circle algorithm

Set: A

- a) Write a program to draw the following figures using the built-in graphics function.



- b) Write a program to draw a circle and when press 'i' on the keyboard the radius of the circle increases by 15 pixel and when press 'd' decreases by 15 pixel.
- c) Write a program to draw a line using Bresenham's line algorithm

Set: B

- a) Write a program to draw the following figure using the built-in graphics function.



- b) Write a program to draw a circle on the center of the screen. When press 'l' it moves on the left of the screen, when press 'r' moves on the right, when press 'u' moves on the upward and when press 'd' moves on the downward.
- c) Write a program to draw a circle using Midpoint circle algorithm

