

CGA practical imp

- Draw a coordinate axis at the centre of the screen.
- Draw simple Hut on the screen.
- The video screen into four region, draw circle, rectangle, ellipse and half ellipse in each region.
- Draw the following basic shapes in the centre of the screen :
 - Circle.
 - That angle.
 - Square
 - Concentric circles
 - Ellipse
 - Line.
- Write a programme to implement 2D scaling.
- Write a programme to perform 2D translation.
- Develop a simple text screensaver using graphics function.
- Perform smiling face animation using graphics function
- Write a programme using flood fill algorithm. (4 and 8 connected.)
- Try to programme using boundary fill algorithm. (4 and 8connected.)
- Developed the programme for DDA line drawing algorithm.