Program 2

/\*Aim: to draw line using DDA algo

Software used: Turbo C

\*/

#include <stdio.h>

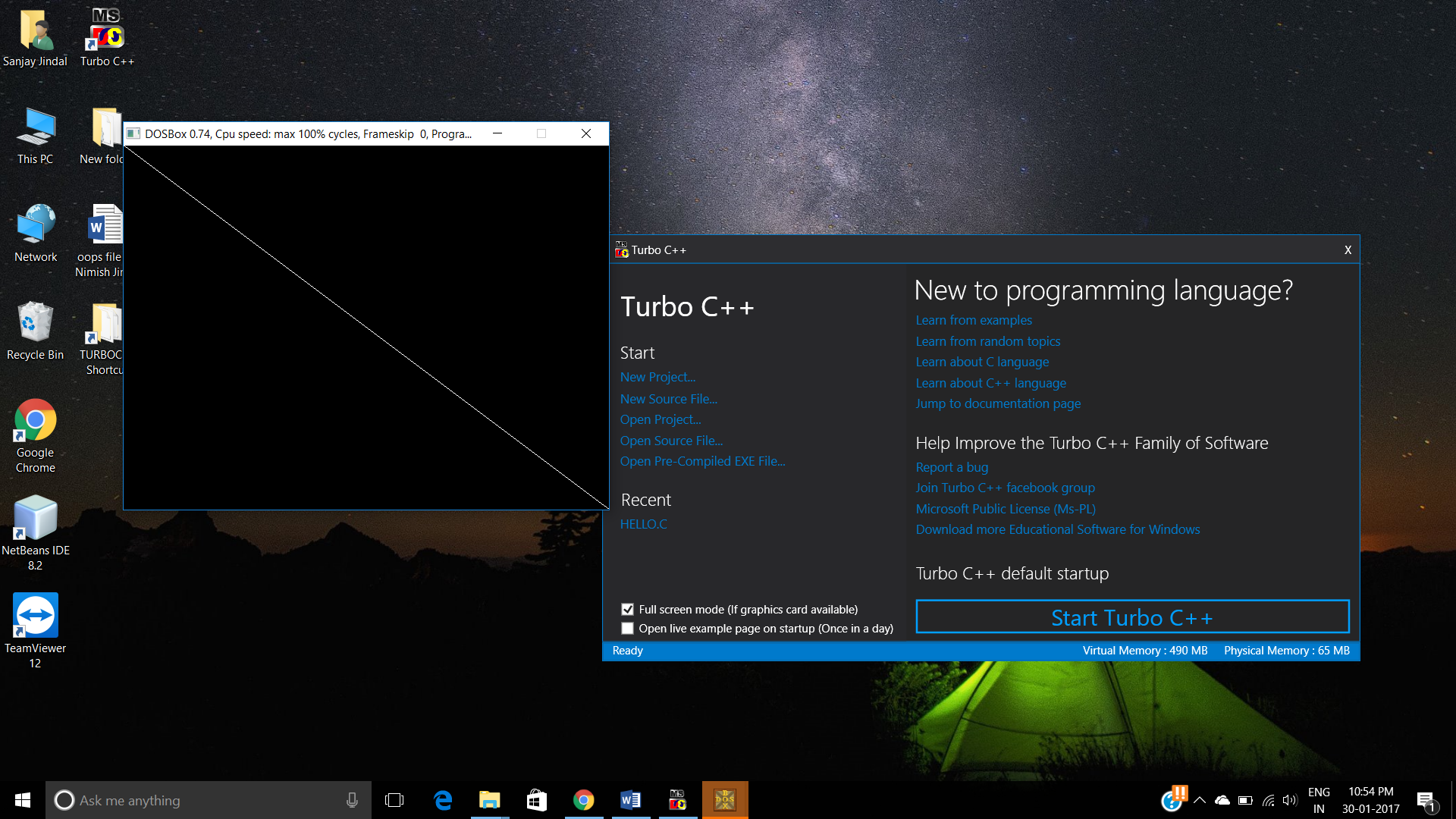
#include <conio.h>

#include <graphics.h>

#include <math.h>

#include <dos.h>

void LINE(int x1,int y1,int x2,int y2){



int i, dx, dy, steps;

float x, y, xincr, yincr;

dx = x2 - x1;

dy = y2 - y1;

x = x1, y = y1;

steps = abs(dx) > abs(dy) ? dx : dy;

xincr = (1.0 \* dx) / steps;

yincr = (1.0 \* dy) / steps;

putpixel((int) x, (int) y, WHITE);

for (i = 0; i < steps; i++) {

x = x + xincr;

y = y + yincr;

putpixel((int) x, (int) y, WHITE);

}

}

int main() {

int gdriver = DETECT, gmode, err;

initgraph(&gdriver, &gmode, "C://TURBOC3//BGI");

err = graphresult();

if (err != grOk) {

printf("Graphic Error: %s\n",

grapherrormsg(err));

getch();

return 0;

}

LINE(0,0,getmaxx(),getmaxy());

getch();

closegraph();

return 0;

}

Program 1

/\*Aim: To Explore graphics.h library

Software used: Turbo C

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#include<stdio.h>

#include<graphics.h>

#include<stdlib.h>

void main()

{

int gd=DETECT,gm;

int poly[10]; int flag=10,f=10;

int x=5,y=5,x\_inc=0,y\_inc=0;

initgraph(&gd,&gm,"c:\\TC\\bgi");

while(!kbhit())

{

setcolor(WHITE);

if(x<20)

x\_inc+=5;

if(x > 400)

x\_inc-=5;

if(y>300)

y\_inc-=5;

if(y<50)

y\_inc+=5;

x=x+x\_inc;

y=y+y\_inc;

poly[0]=100+x+f;

poly[1]=50+y+f;

poly[2]=125+x+f;

poly[3]=30+y+f;

poly[4]=150+x+f;

poly[5]=50+y+f;

poly[6]=125+x;

poly[7]=70+y;

poly[8]=100+x+f;

poly[9]=50+y+f;

drawpoly(5,poly);

fillellipse(15,280,10,10);

line(15,280,15,320);

line(15,320,10,350);

line(15,320,30,350);

line(15,320,30,300+flag); //hand

setcolor(RED);

line(30+f,300+flag,125+x,70+y); //rope

line(125+x,70+y,110+x,90+y);

line(125+x,70+y,125+x,100+y);

line(125+x,70+y,139+x,110+y);

flag=-flag;f=-f;

delay(200); // x++;y++;

cleardevice();

}

}

