software on your computer. This can be accessed in a variety of ways. Try to install the software such that an icon is always readily accessible.

4. **Adjust the scan settings**. Adjust the settings as necessary for the document that you plan to scan. Text documents can often be scanned in black and white, while some scanning software may make allowances for scanning photos vs scanning posters. The software varies widely across brands and devices, so you will have to experiment.
Often the settings you will want to change will be relating to the quality of the scan. Higher quality scans will produce much larger files. Scan only to the quality you need. Images may need to be high quality where text can generally be scanned at a very low quality. Some software will have preset settings for this.

5**. Select "Scan".** Once the settings have been adjusted, you will need to tell the software or the scanner to begin scanning the document. There may be a "Scan" button in the software or you may need to press a "Scan" button on the machine itself. Read your user manual if you become too confused.

6. **Make further adjustments, if necessary.** Once the item is scanned, your software will usually give you the option to make further adjustments, such as changing the orientation of the image. Make whatever adjustments you feel are necessary and then tell the software to save the file.

- Be aware that scanned images are usually quite large, especially if you have chosen to scan at high settings. Change the settings and rescan the image if the file size is simply too large for your purposes.

- Pay attention to the file format that the document saves in. You may wish to choose something other than the default.

PRACTICAL:-2

Implement bresenham's line algorithm. Also provide Provision to change attributes of graph primitives such as stippling (Dotted and Dashed pattern), colors Implement Bresenham circle algorithm also provide to change attributes of graph primitives such as stippling(Dotted and Dashed patteren) and colors.

```
#include<stdio.h>
 #include<math.h>
#include<conio.h>
#include<graphics.h>
void main()
{
int x1,x2,y1,y2;
int gd=DETECT,gm;
void linebres (int,int,int,int);
printf("enter the two end points:");
scanf("%d %d %d %d", &x1,&x2,&y1, &y2);
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
cleardevice();
linebres(x1,y1,x2,y2);
getch();
line(x1,y1,x2,y2);
getch();
closegraph();
}
void linebres(int x1,int y1,int x2,int y2)
{
int dx-abs(x1-x2),dy= abs(y1-y2);
int p,x,y,i,xend,yend;
if(dx!=0)
{
p=2*dy-dx;
```

PRACTICAL NO:-4

Write a program to Implement tweening procedure for animation with key frames having equal different no. of edges.

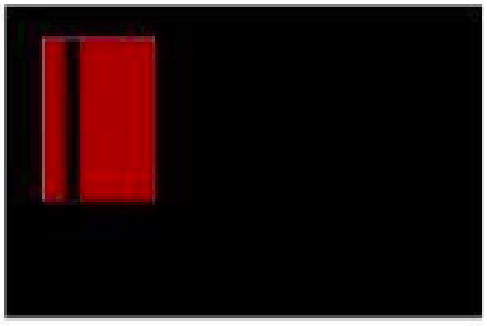
```
#include<graphics.h>

#include<conio.h>

void main()

{

intgd-DETECT, gm;

int poly[12]=(350,450, 350,410, 430,400, 350,350, 300,430, 350,450);

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

circle(100,100,50);

outtextxy(75,170, "Circle");

rectangle(200,50,350,150);

outtextxy(240, 170, "Rectangle");

ellipse(500, 100,0,360, 100,50);
```

```
outtextxy(480, 170, "Ellipse");

line(100,250,540,250);

outtextxy(300,260,"Line");

sector(150, 400, 30, 300, 100,50);

outtextxy(120, 460, "Sector");

drawpoly(6, poly);

outtextxy(340, 460, "Polygon");

getch();

closegraph();

}
```

OUTPUT:-

```
/*- draw object-*/ line (50,50,200,50);
 line (200,50,200,300); line (200,300,50,300);
 line (50,300,50,50);
 /* set seed point -*/
 x = 100; y = 100; fill_right(x,y);
fill_left(x-1,y);
getch();
}
```

OUTPUT:-



Practical NO:-11

Write a program for displaying 3-D objects as 2-D display using perspective Transformation.

```
#include<stdio.h> #include<conio.h> #include<graphics.h> #include<math.h>
#include<stdlib.h>
int xp[2].yp[2].z; void display();
void translate();
void scaling();
void rotation();
void matrixmul(int [4][4]);
void main()
{
int gd=DETECT,gm;
int ch,i;
initgraph(&gd,&gm,"c:\\turboc3\\bgi");
for(i=0;i<2;i++)
{
printf("\nEnter X-coordinate of vertex %d: ",i+1);
scanf("%d", &xp[i]);
printf("\nEnter Y-coordinate of vertex %d: ",i+1); scanf("%d", &yp[i]);
}
printf("\nEnter The Z-axis For 3d Figure: ");
scanf("%d", &z);
clrscr();
cleardevice();
display(xp.yp);
getche();
do
{
printf("MENU---");
printf("\n1.TRANSLATION.");
printf("\t2.SCALING.");
printf("\n3.ROTATION."); printf("\t4.EXIT.");
printf("\nEnter Your Choice: ");
scanf("%d", &ch);
clrscr();
cleardevice();
display(xp,yp);
```