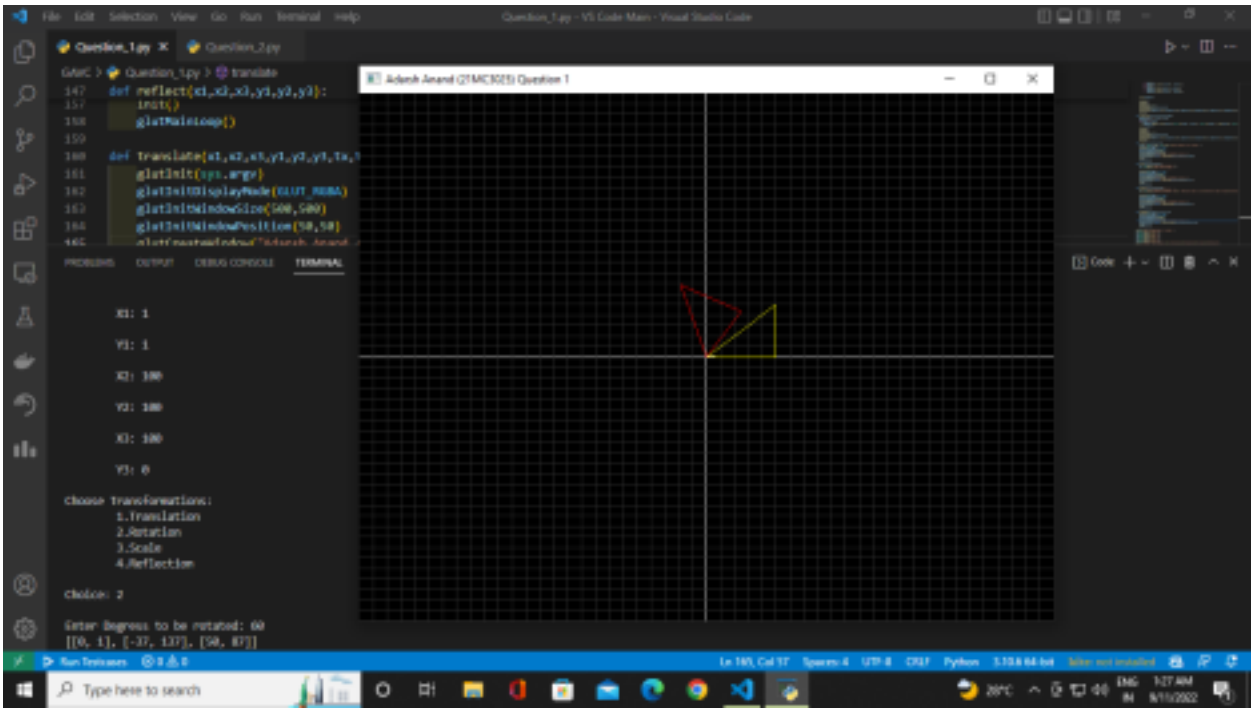
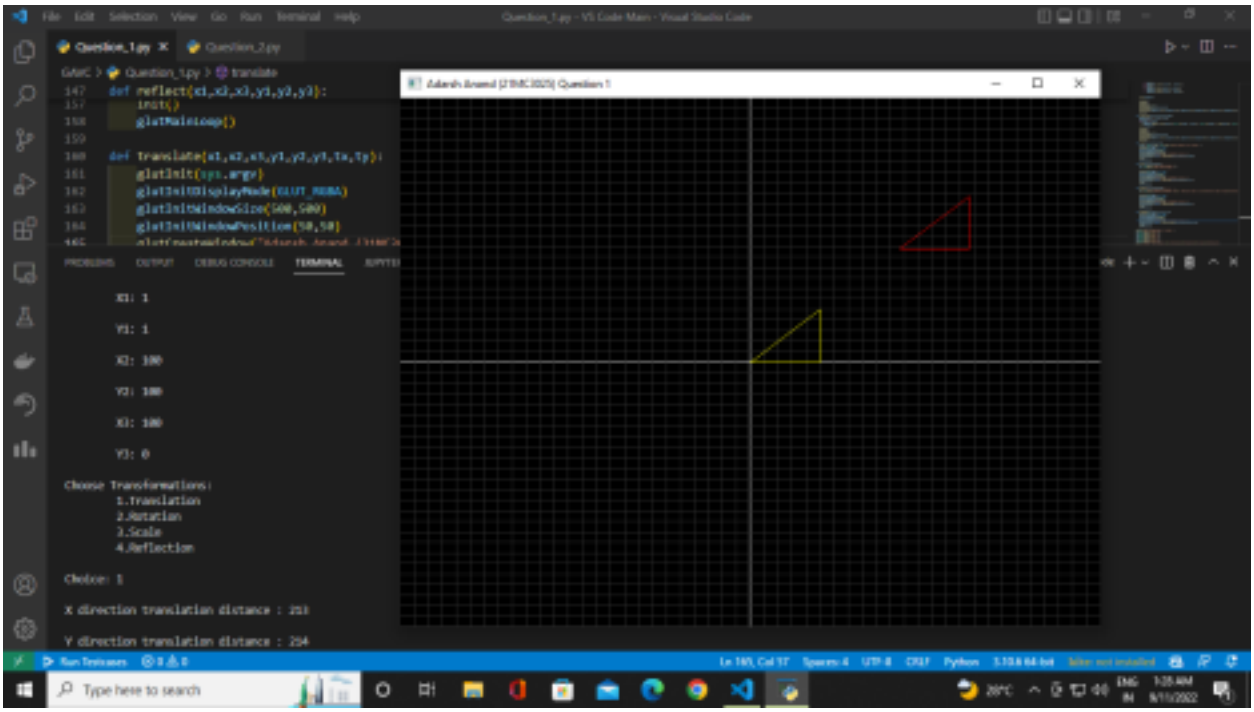
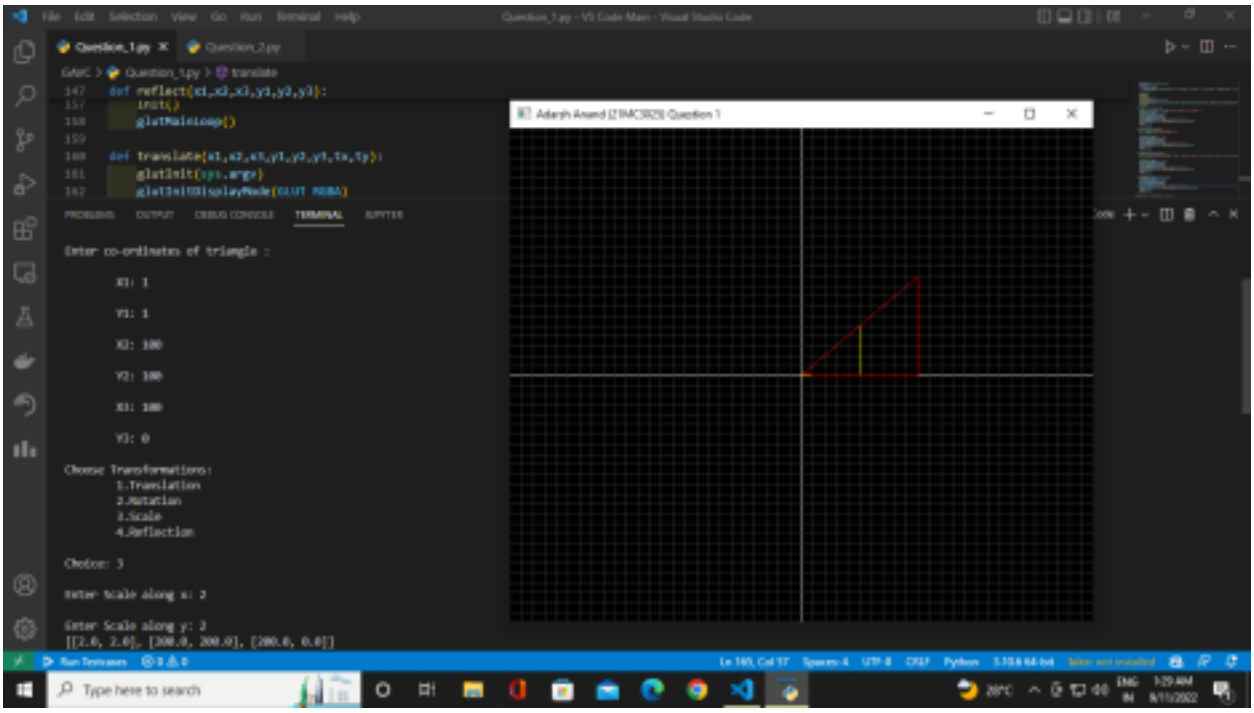
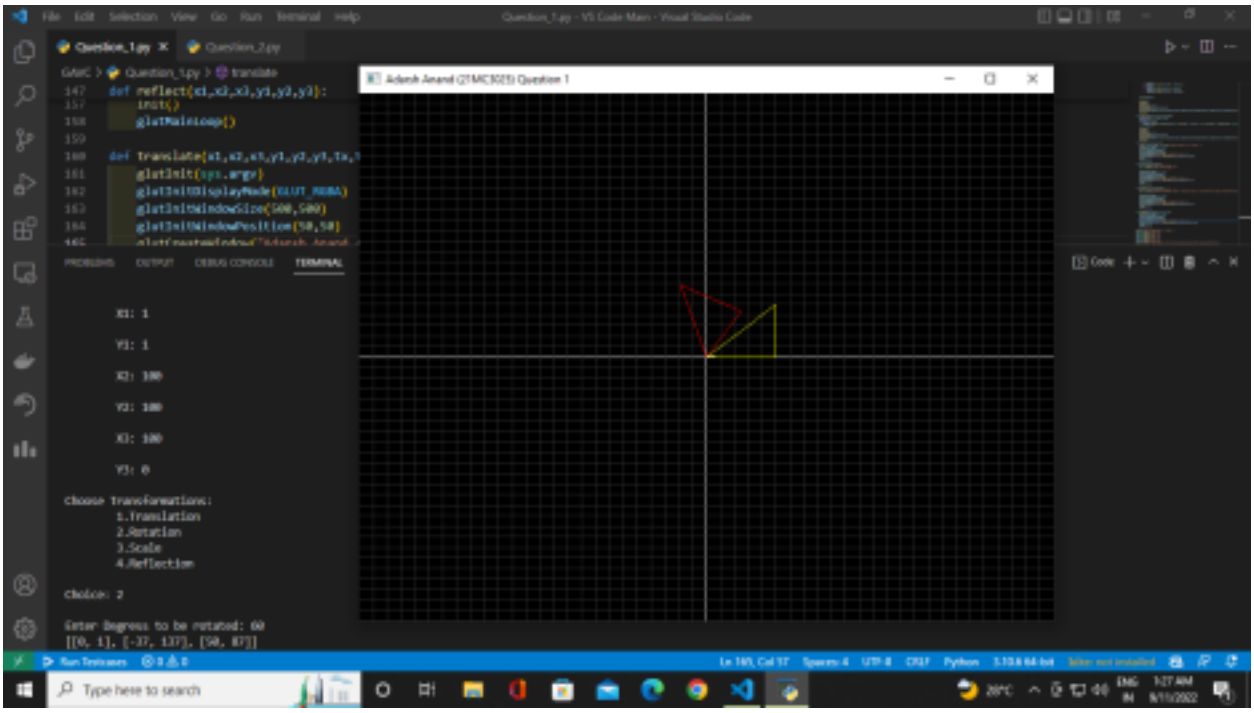
Project Demo

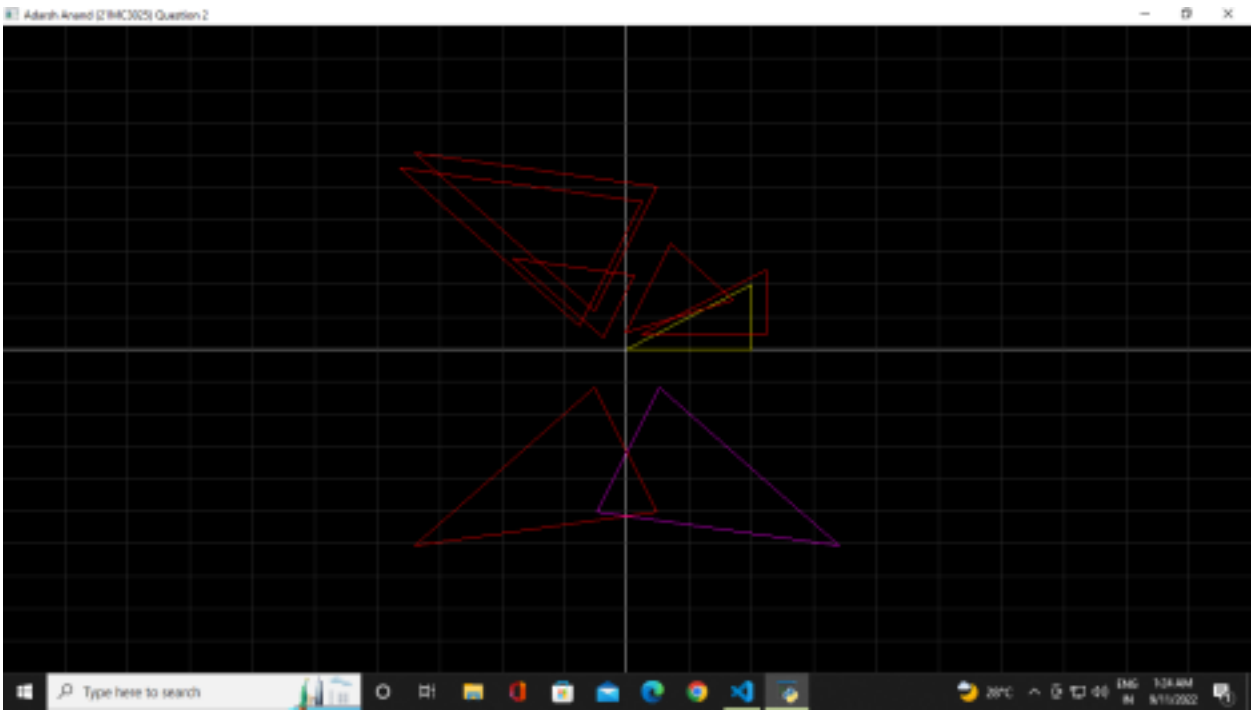


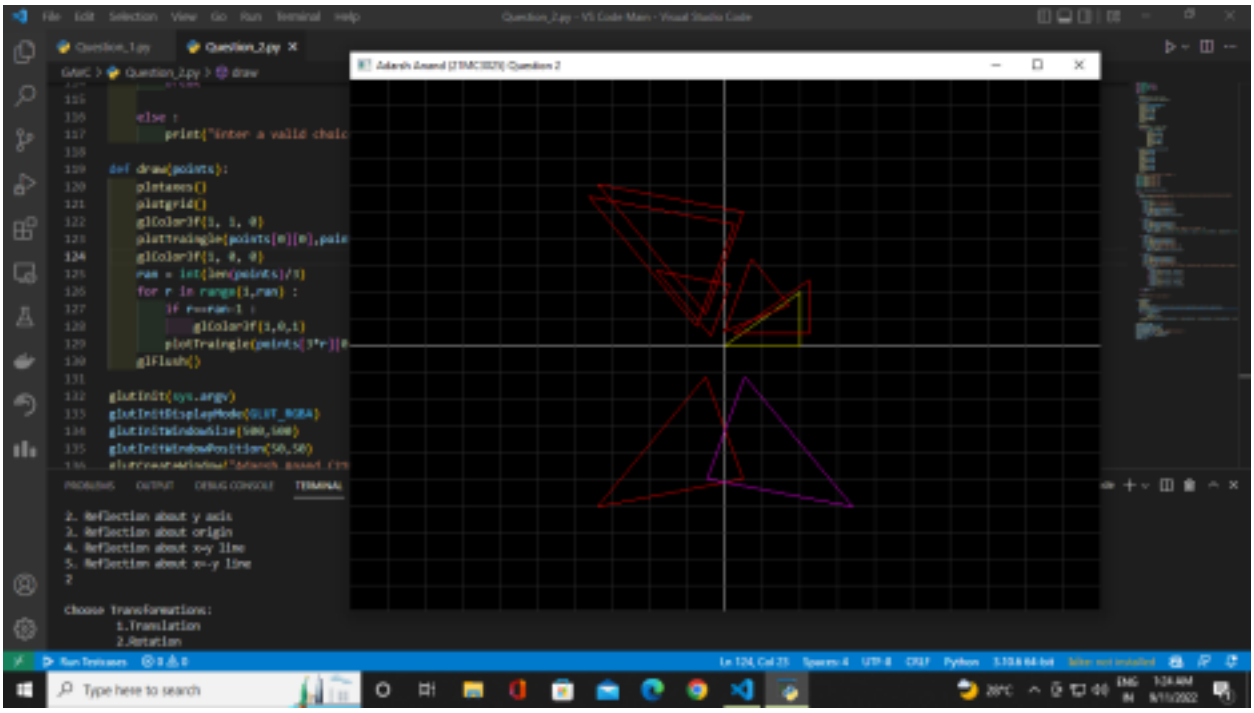


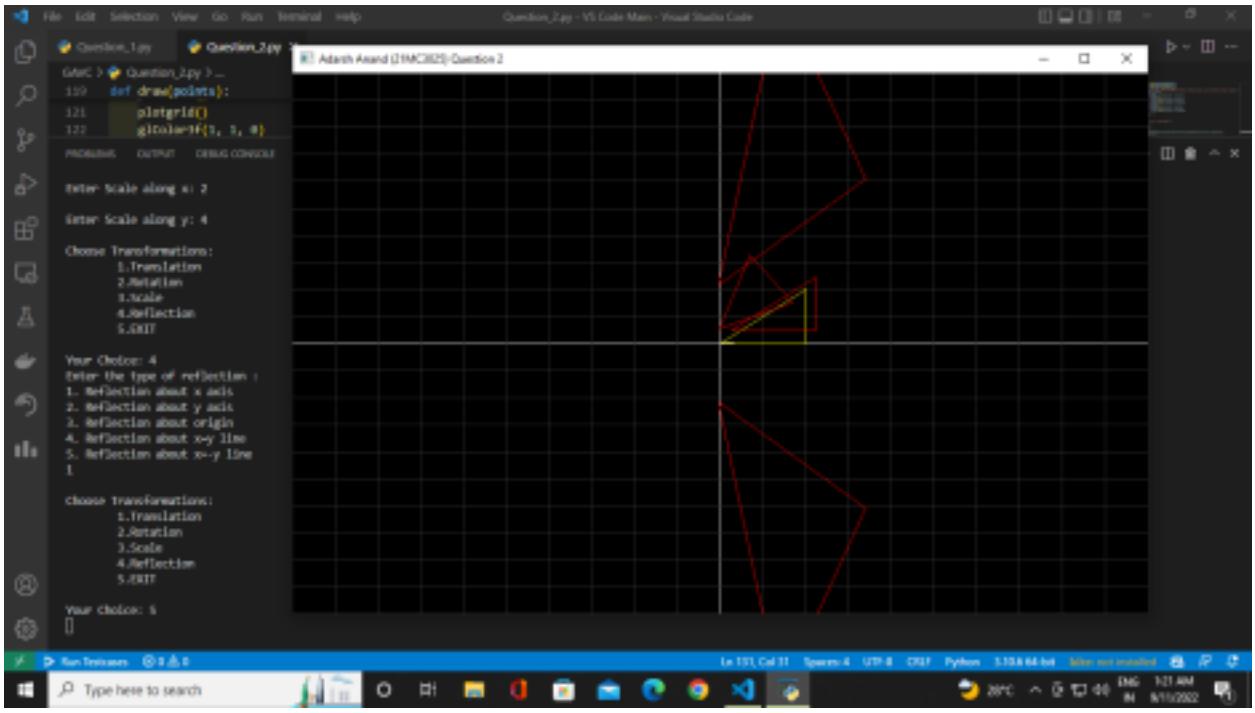

Adarsh Anand (21MIC3025) Question 1
Enter co-ordinates of triangle :
X1: 1
Y1: 1
X2: 100
Y2: 100
X3: 100
Y3: 0
Choose Transformations:
1.Translation
2.Rotation
3.Scale
4.Reflection
Choice: 3
Enter Scale along x: 2
Enter Scale along y: 2
[[2.0, 2.0], [200.0, 200.0], [200.0, 0.0]]


Adarsh Anand (21MIC3025) Question 1
X1: 1
Y1: 1
X2: 100
Y2: 100
X3: 100
Y3: 0
Choose Transformations:
1.Translation
2.Rotation
3.Scale
4.Reflection
Choice: 2
Enter Degrees to be rotated: 60
[[0, 1], [-37, 137], [50, 87]]

Q2


Adarsh Anand [21MIC3025] Question 2
Type here to search


Question_1.py
Question_2.py
Adarsh Anand [21MIC3025] Question 2
2. Reflection about y axis
3. Reflection about origin
4. Reflection about x=y line
5. Reflection about x=-y line
2
Choose transformations:
1.Translation
2.Rotation
Type here to search


Adarsh Anand (19MCI025)-Question 2
def draw(points):
glClear(GL_COLOR_BUFFER_BIT)
Enter Scale along x: 2
Enter Scale along y: 4
Choose Transformations:
1.Translation
2.Rotation
3.Scale
4.Reflection
5.EXIT
Your Choice: 4
Enter the type of reflection :
1. Reflection about x axis
2. Reflection about y axis
3. Reflection about origin
4. Reflection about x=y line
5. Reflection about x=-y line
1
Choose Transformations:
1.Translation
2.Rotation
3.Scale
4.Reflection
5.EXIT
Your Choice: 5