

**TRƯỜNG ĐẠI HỌC KHOA HỌC TỰ NHIÊN
ĐHQG - TPHCM**



**Khoa công nghệ thông tin
Môn: Đồ họa máy tính**

BÁO CÁO LAB03

PAINT APPLICATION

Giáo viên hướng dẫn: Phạm Thanh Tùng
Nguyễn Mạnh Hùng
Lý Quốc Ngọc

Lớp: 20CLC01

Sinh viên thực hiện: Phùng Nghĩa Phúc – 20127284

TP. Hồ Chí Minh, ngày 25 tháng 11 năm 2022

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GIỚI THIỆU

1. Sinh viên

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2. Bảng đánh giá

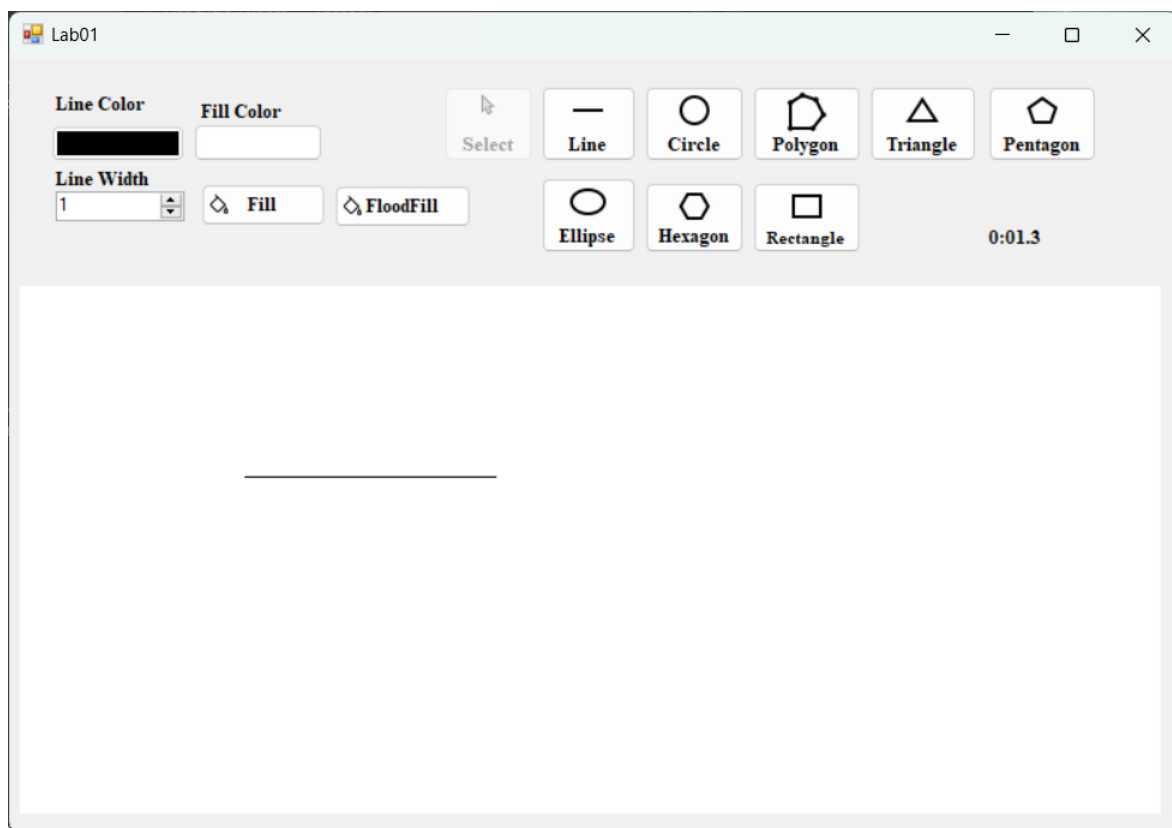
No	Requirements	Completed
1	Implement an 2D affine transformation class on basis objects	100%
a	Line segment, circle, ellipse, rectangle, polygon	100%
b	Equilateral triangle, equilateral pentagon, equilateral hexagon	100%
2	Manipulate on 2D objects	100%
a	Move shapes by dragging mouse	100%
b	Rotate shapes by dragging mouse on control points	100%
c	Zoom shapes by dragging mouse on control points	100%
3	Friendly interface, easy to use (refer to Paint or other popular graphic softwares)	100%
4	Using OOP	100%



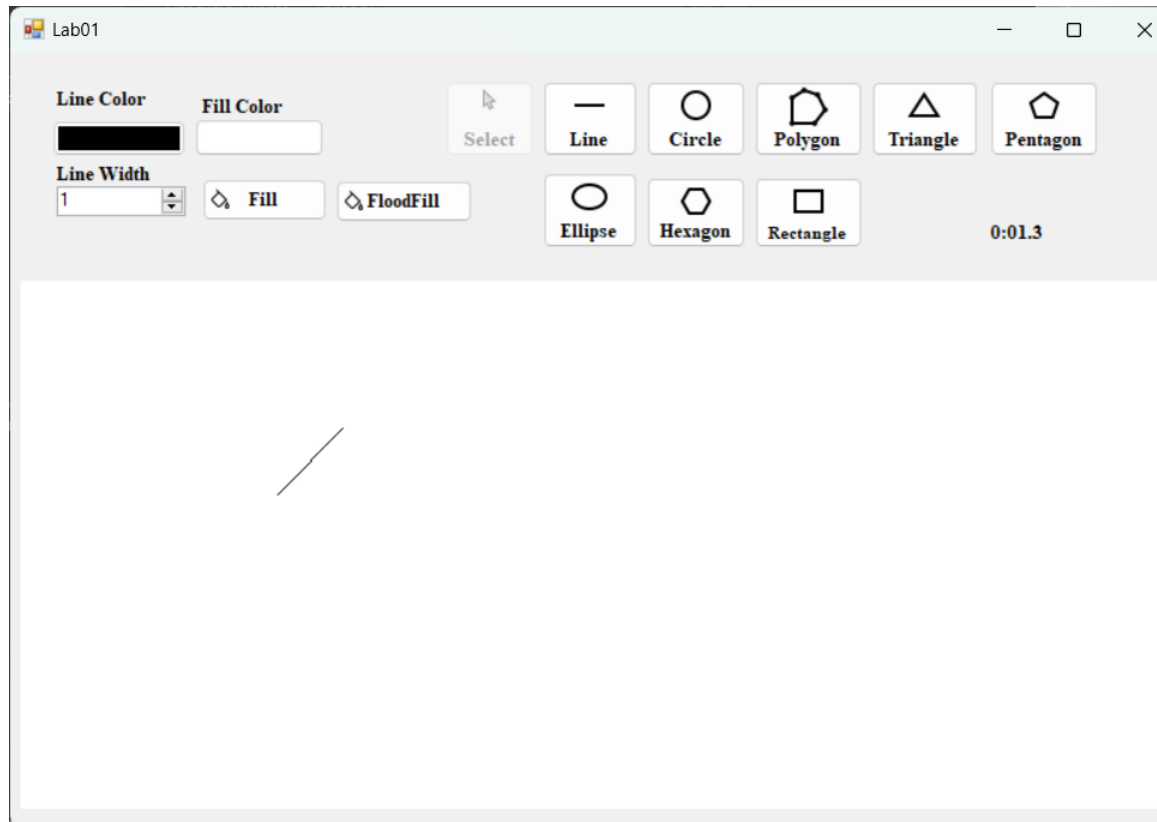
1. 2D affine transformation

1.1. Line

1.1.1. Draw

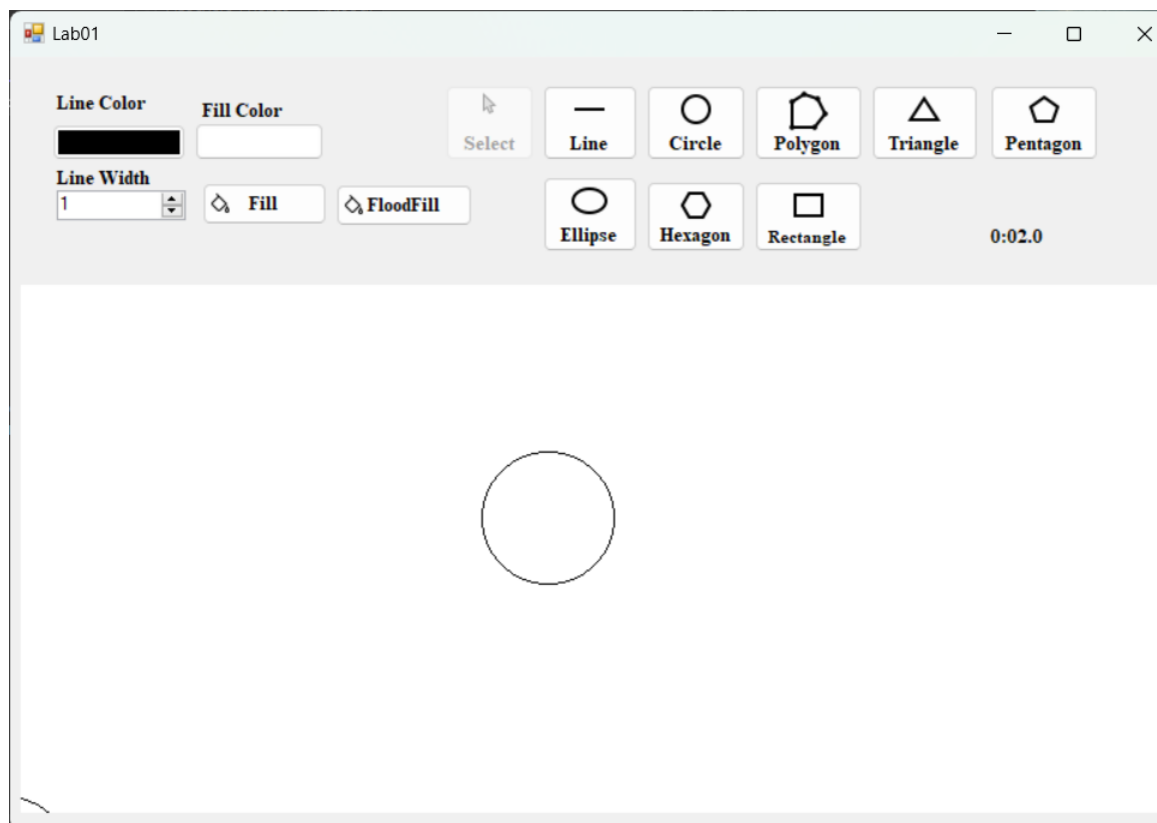


1.1.2. Transformation



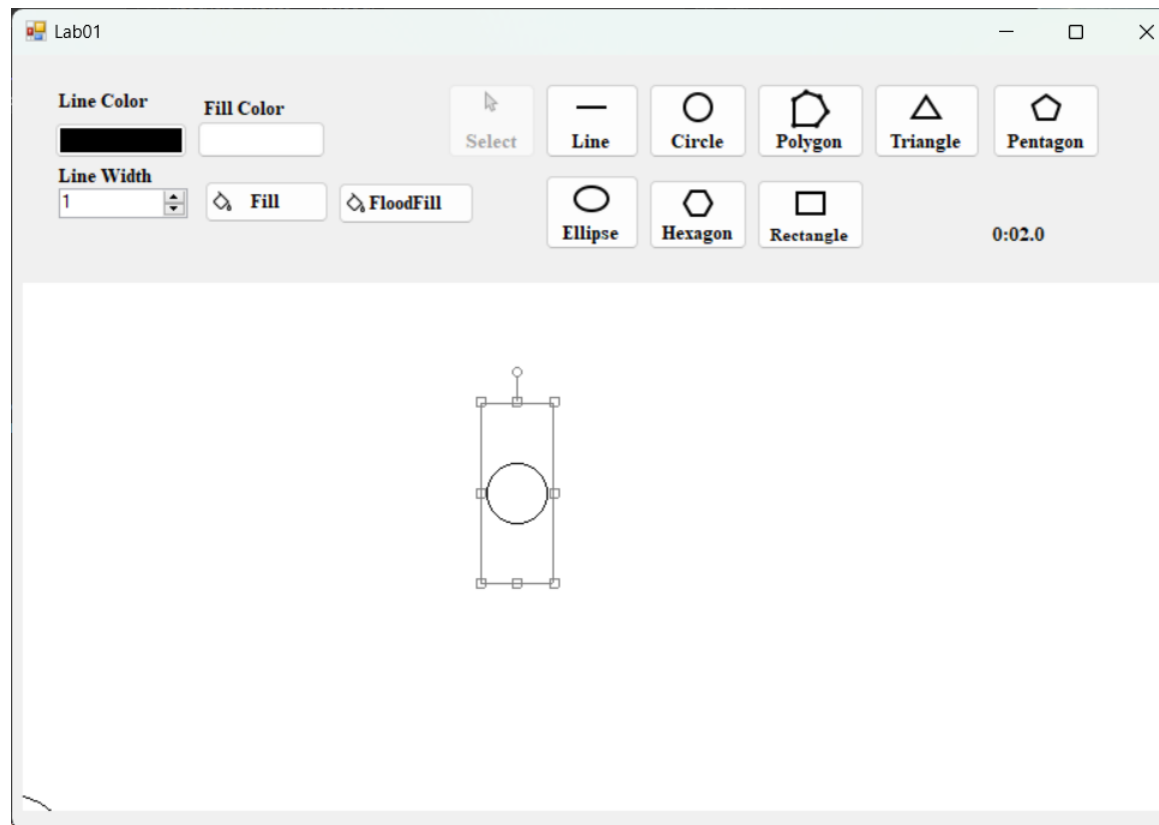
1.2. Circle

1.2.1. Draw



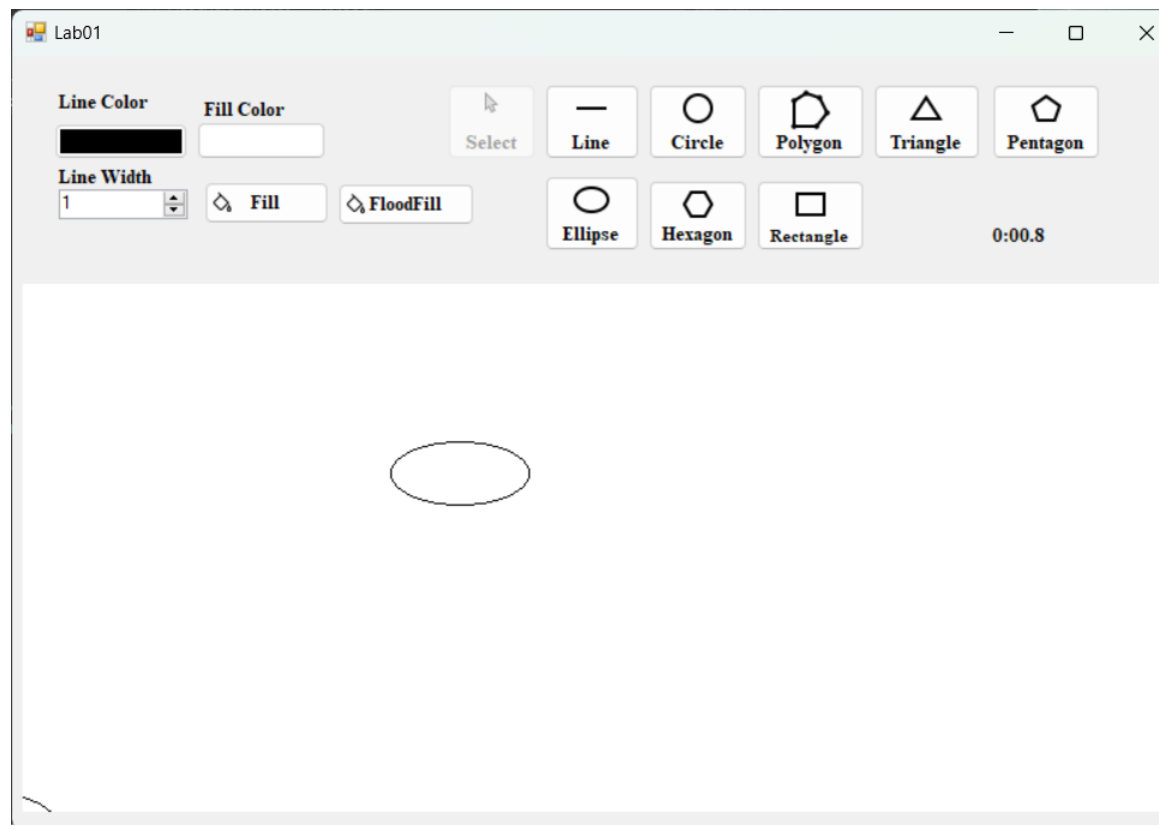


1.2.2. Transformation

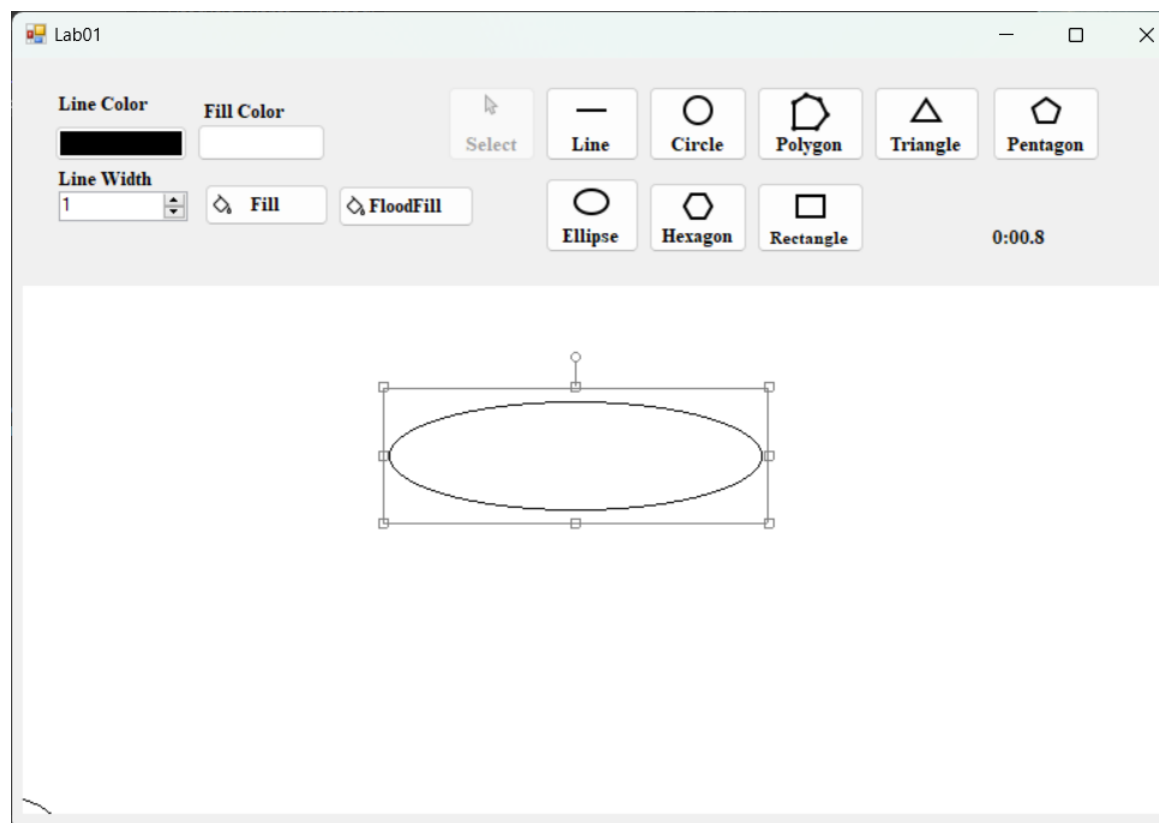


1.3. Ellipse

1.3.1. Draw

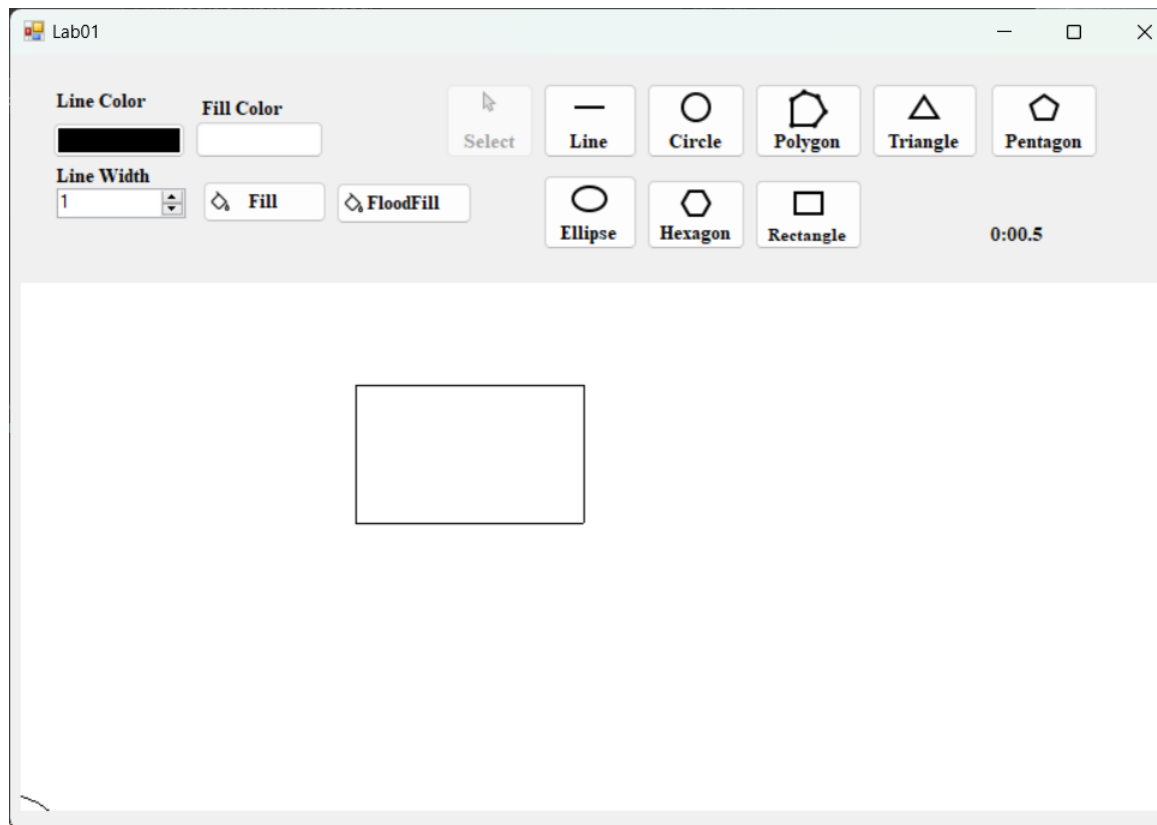


1.3.2. Transformation

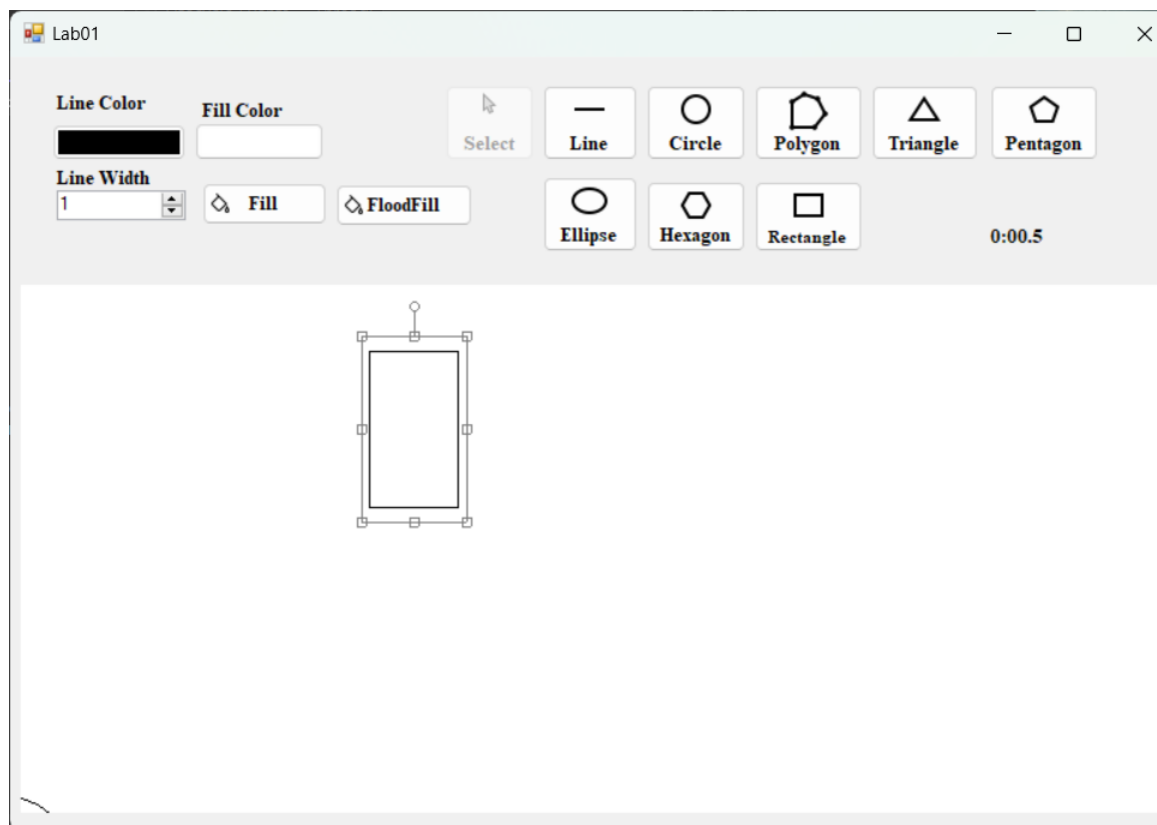


1.4. Rectangle

1.4.1. Draw



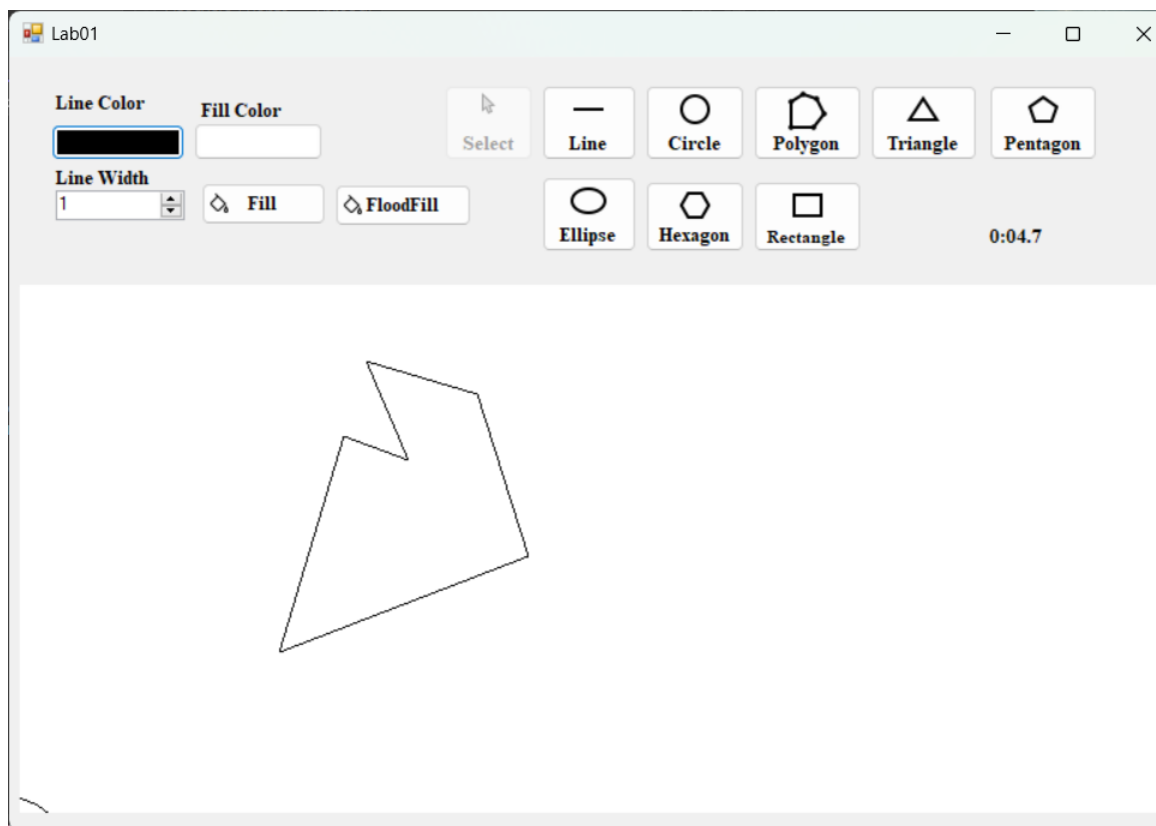
1.4.2. Transformation



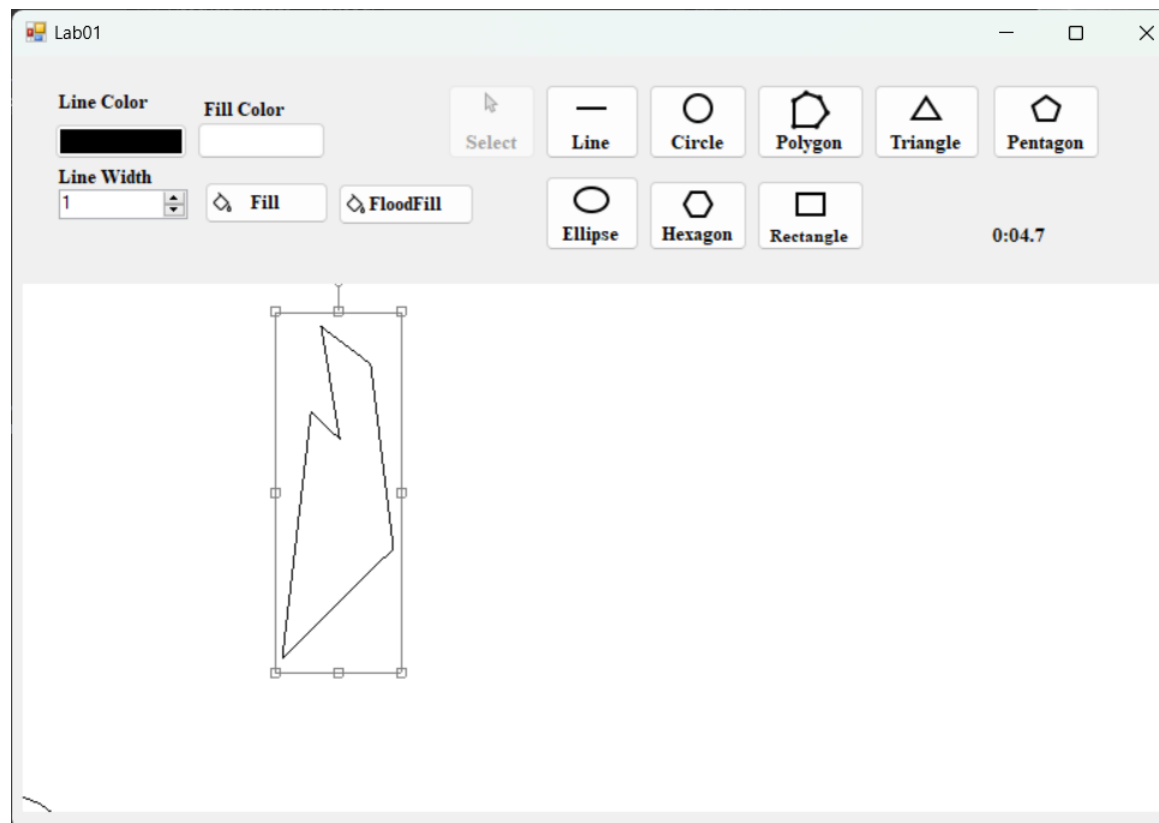


1.5. Polygon

1.5.1. Draw

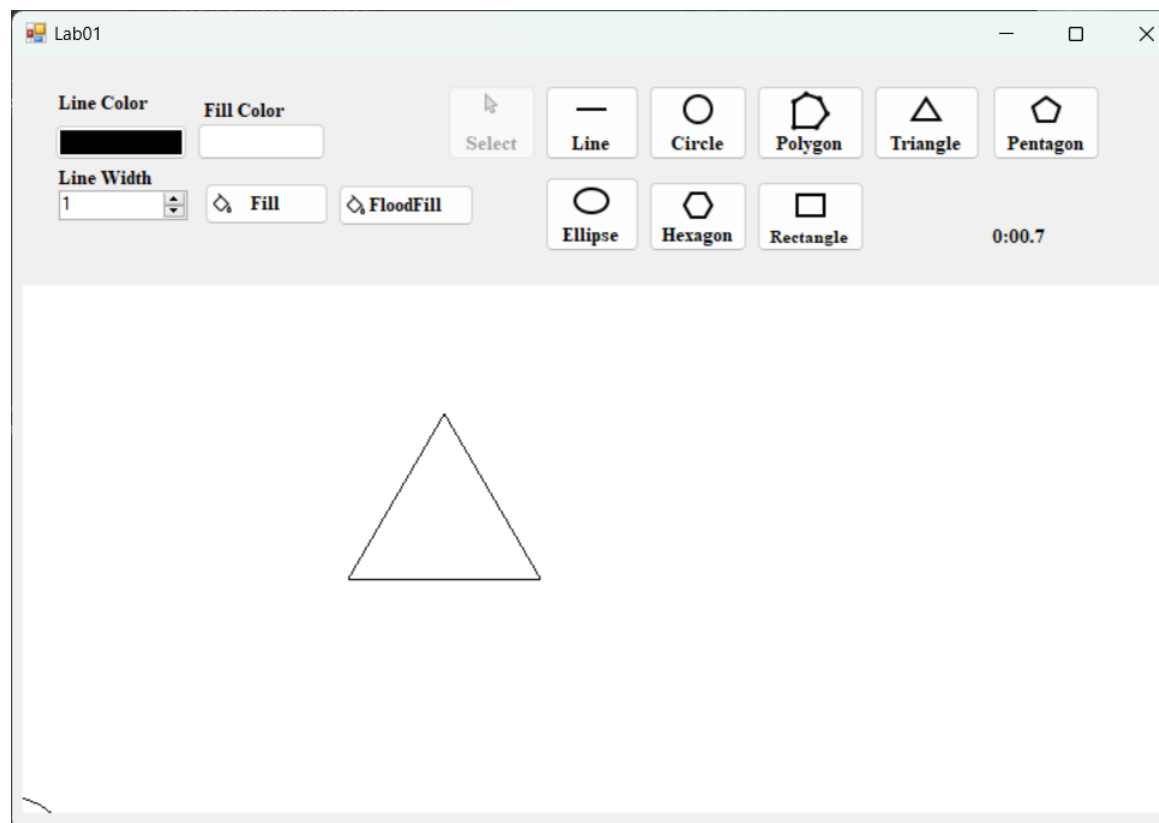


1.5.2. Transformation



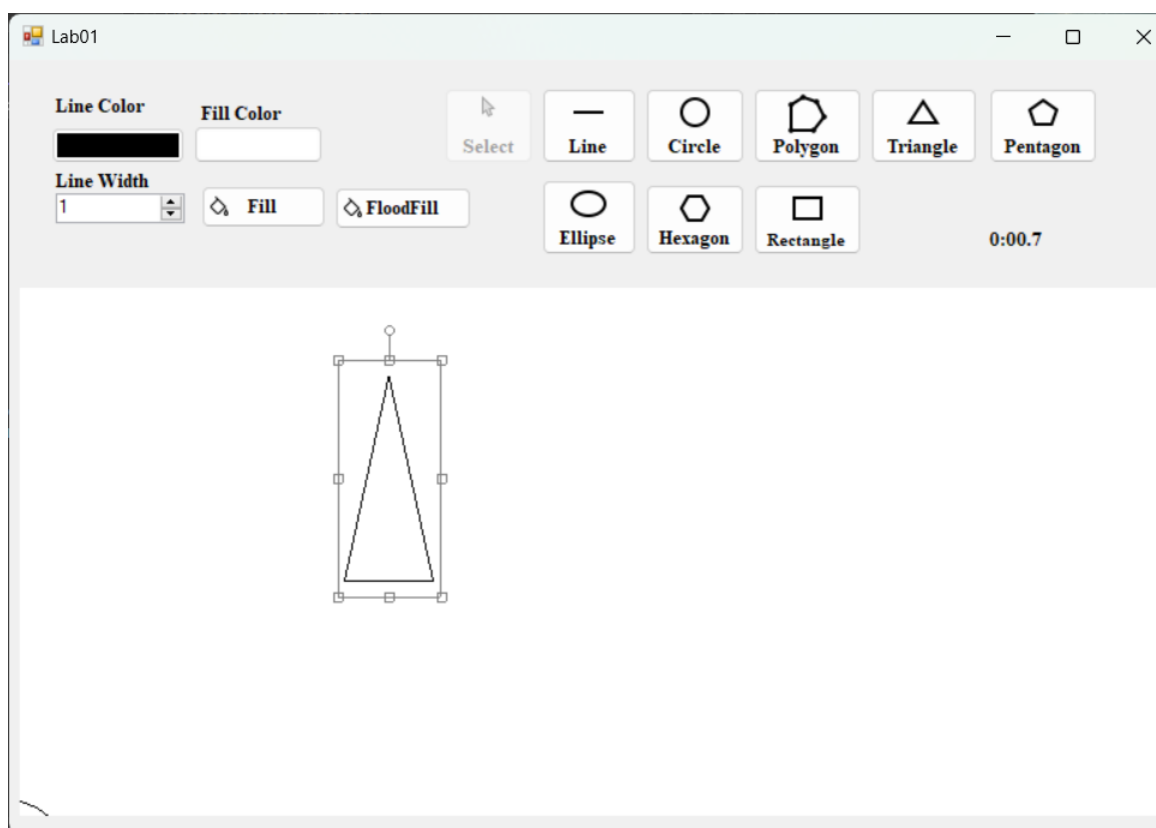
1.6. Equilateral triangle

1.6.1. Draw



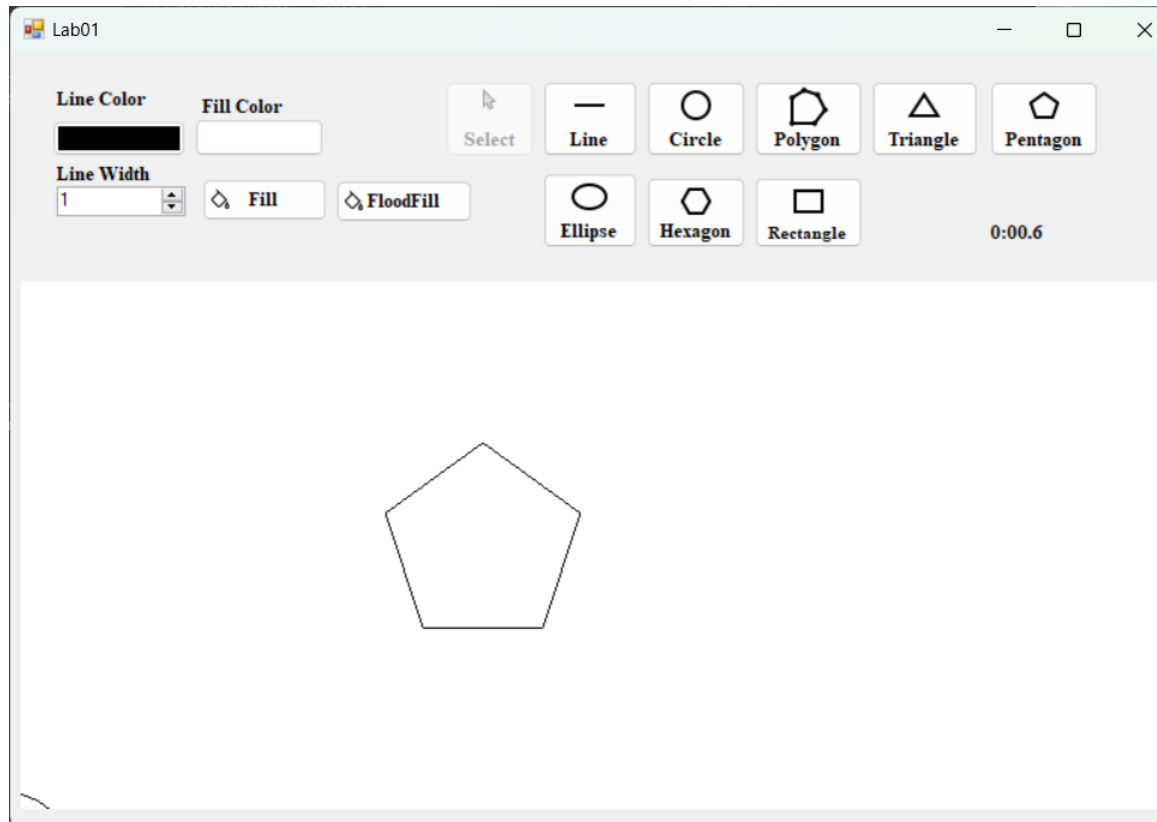


1.6.2. Transformation

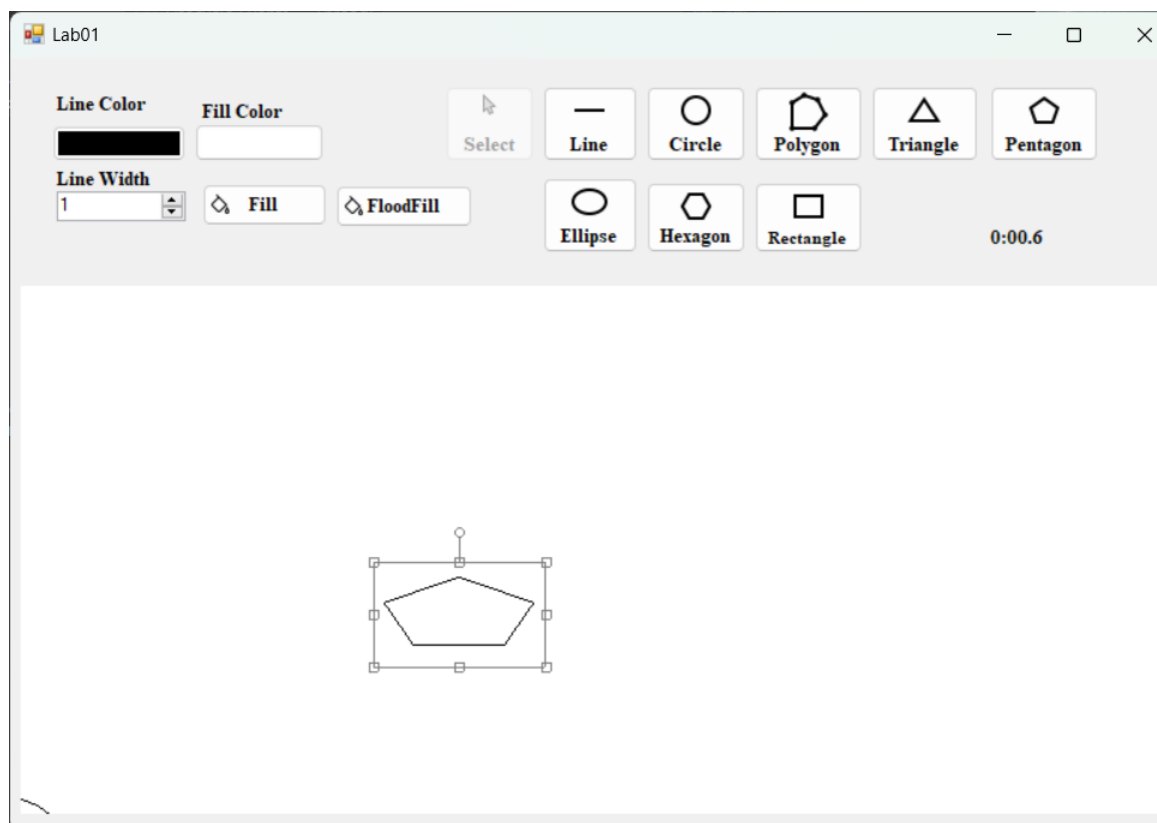


1.7. Equilateral pentagon

1.7.1. Draw



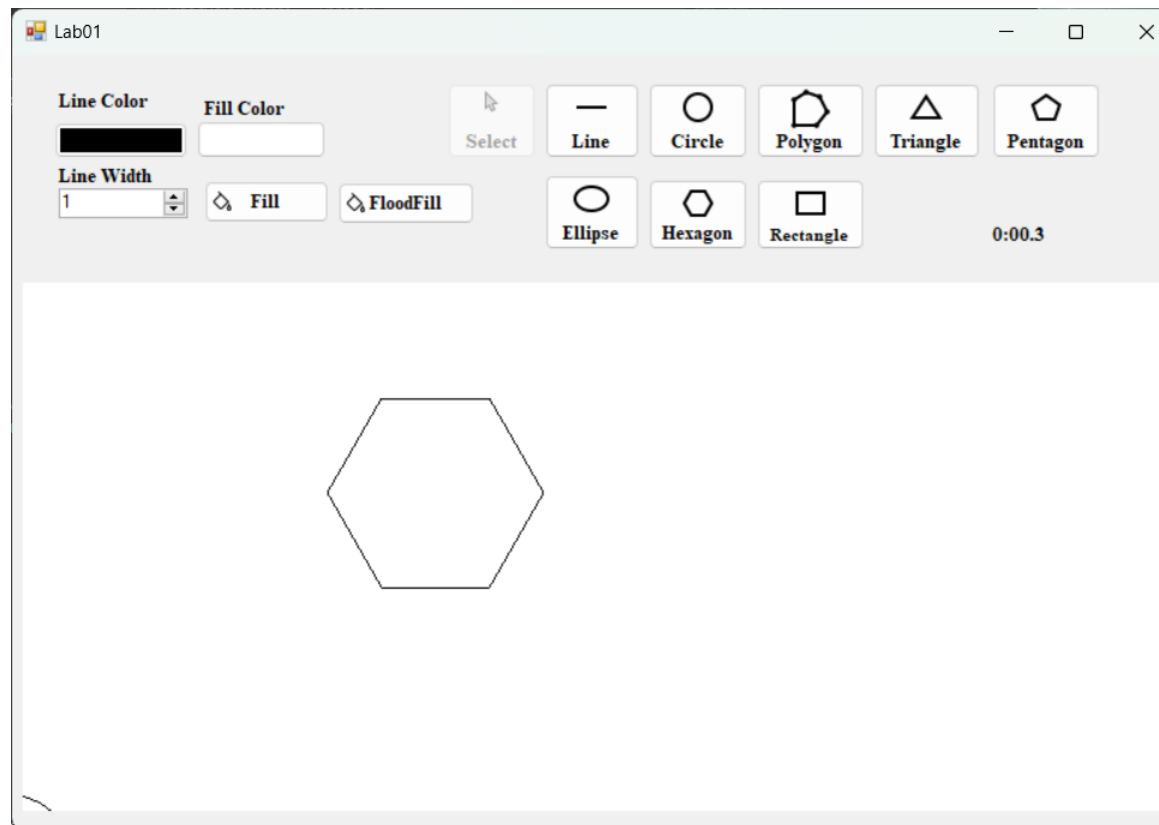
1.7.2. Transformation



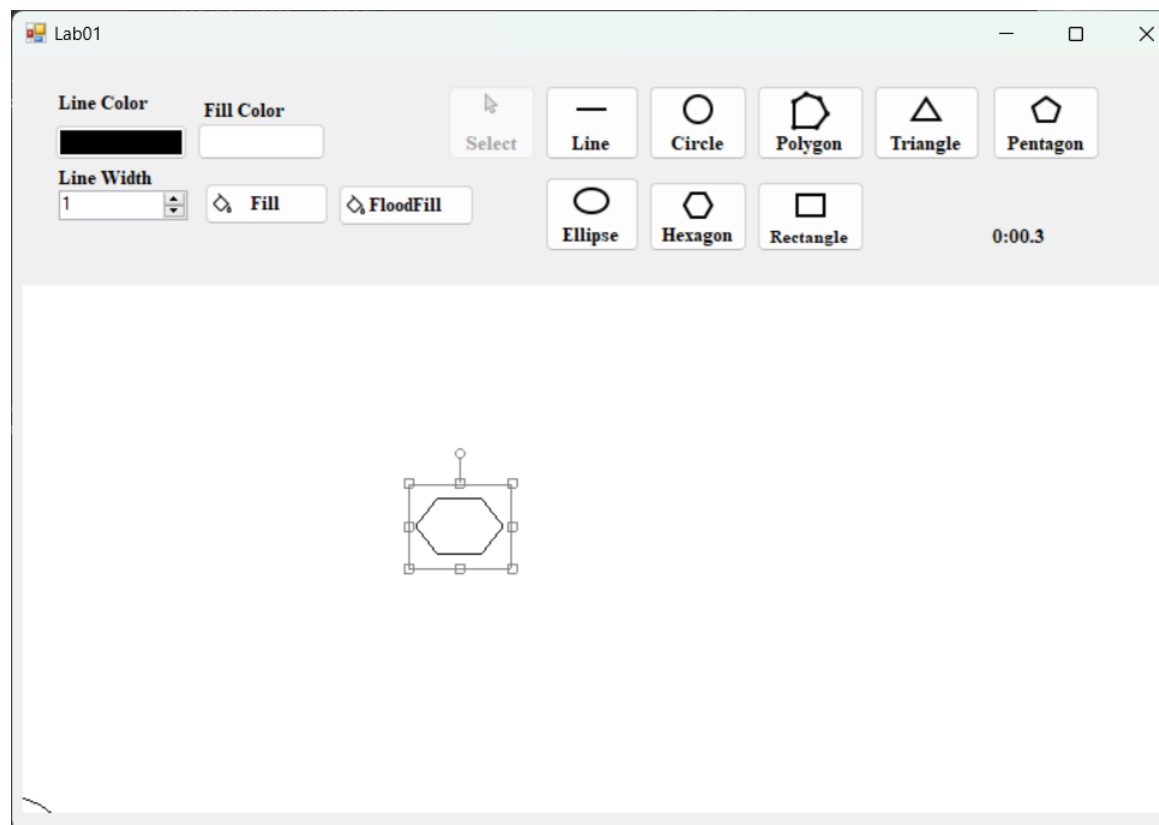
1.8. Equilateral hexagon



1.8.1. Draw

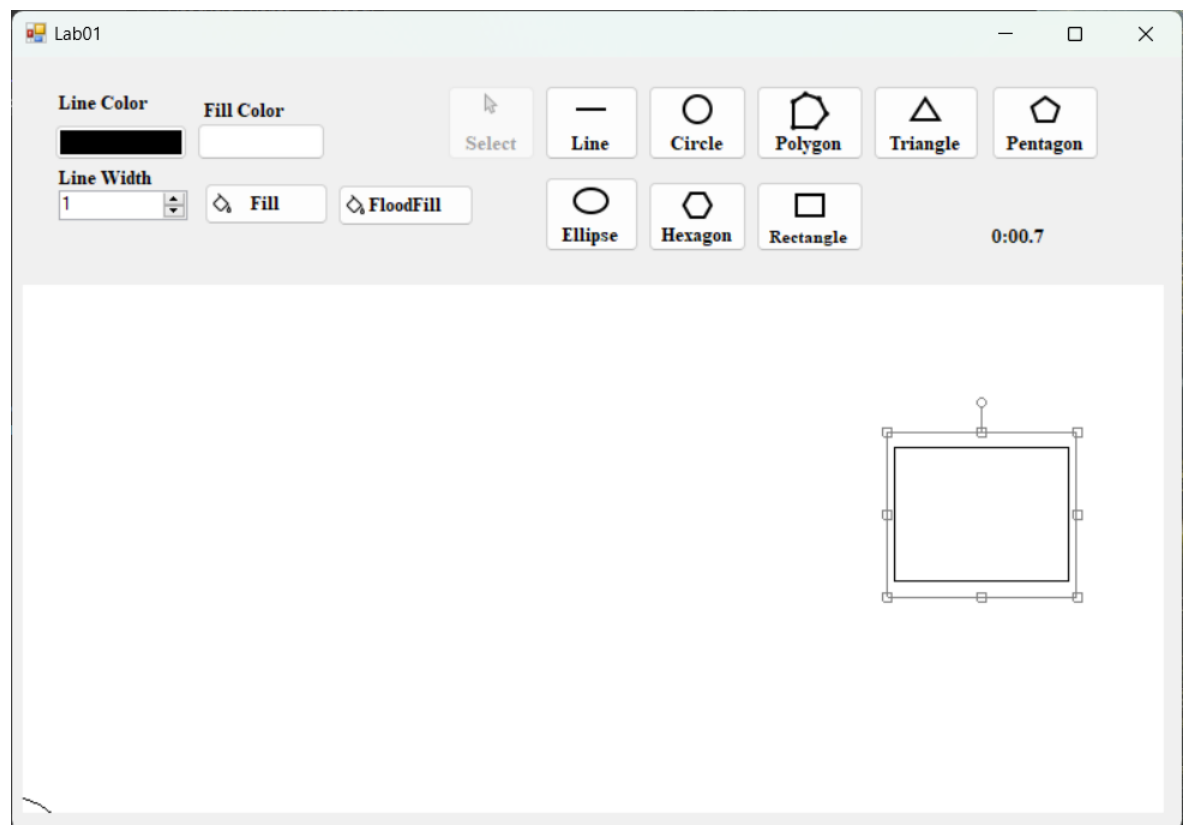
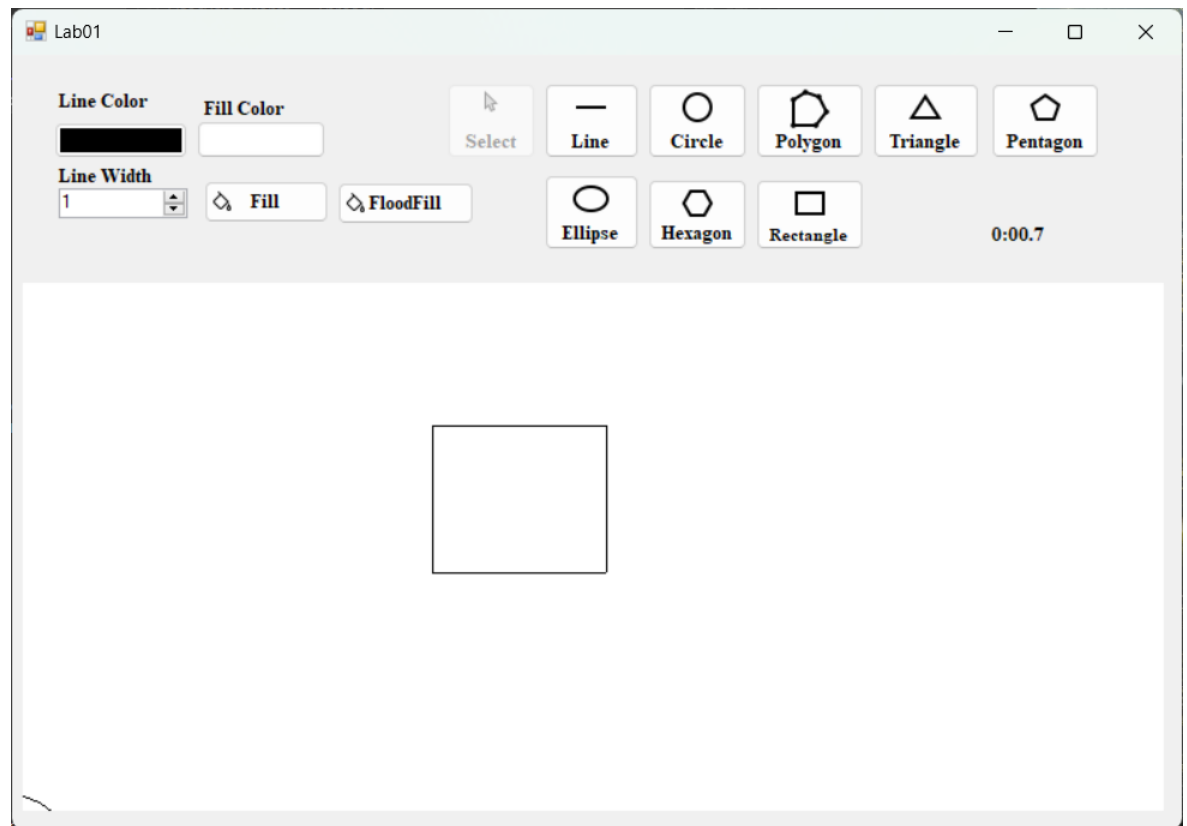


1.8.2. Transformation



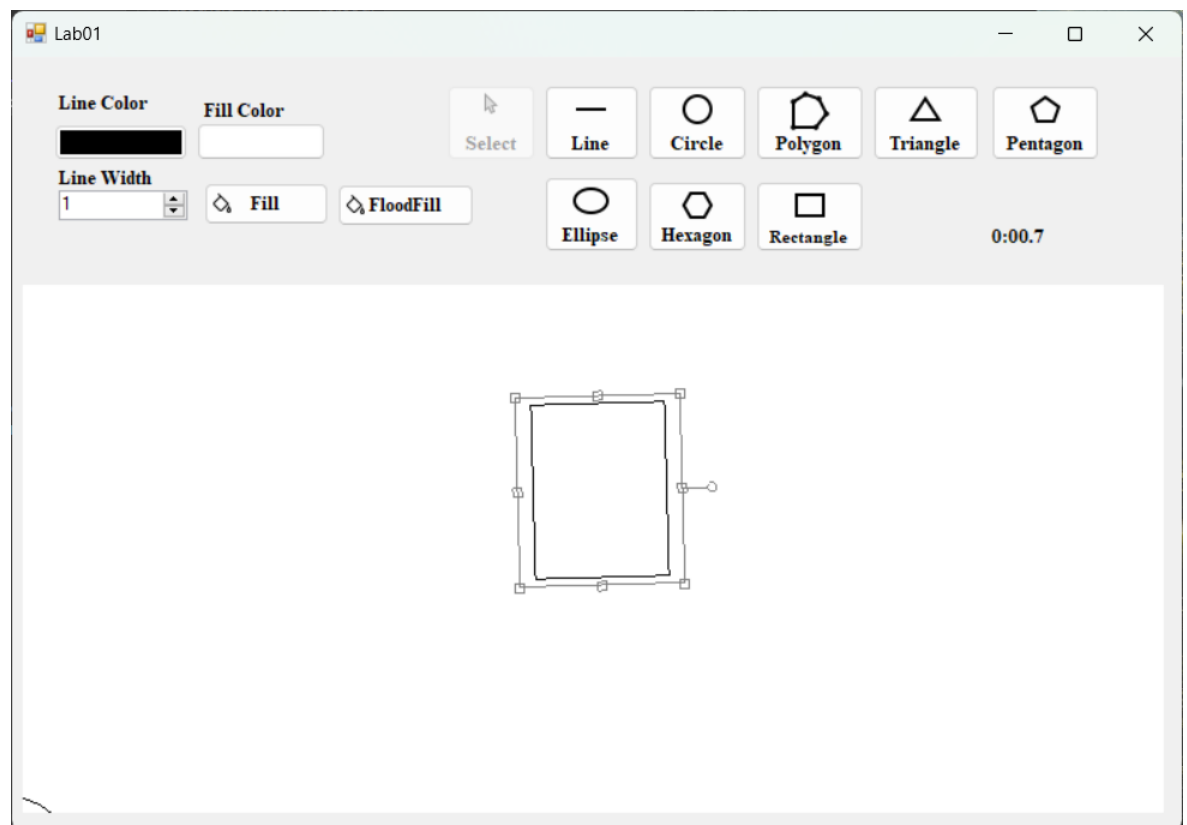
2. Manipulate on 2D objects

2.1. Move shapes





2.2. Rotate shapes



2.3. Zoom shapes

