**Experiment No.-8**

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**Subject Name: COMPUTER GRAHICS LAB Subject Code: 20CAP-316**

1. **Aim/Overview of the practical**: WAP to draw man using in-build graphics functions and translate it from bottom left corner to right to corner.
2. **Concept Used:**

Initial coordinates of the object O = (Xold, Yold)

Scaling factor for X-axis = Sx

Scaling factor for Y-axis = Sy

New coordinates of the object O after scaling = (Xnew, Ynew)

This scaling is achieved by using the following scaling equations-

Xnew = Xold x Sx

Ynew = Yold x Sy

1. **Code**

**#include<graphics.h>**

**#include<stdlib.h>**

**#include<stdio.h>**

**#include<conio.h>**

**int main()**

**{**

**int gdriver=DETECT,gmode;**

**initgraph(&gdriver, &gmode, "");**

**//for head**

**ellipse(320,95,360,0,25,20);**

**line(298,85,341,85);**

**circle(310,90,2);**

**circle(330,90,2);**

**arc(320,100,200,-20,10);**

**//for neck**

**line(313,115,313,125);**

**line(328,115,328,125);**

**//For centre part**

**arc(320,225,72,107,100);**

**line(290,129,290,200);**

**line(350,129,350,200);**

**line(290,193,350,193);**

**line(290,200,350,200);**

**//for legs**

**line(290,200,285,280);**

**line(320,225,305,280);**

**line(322,225,335,280);**

**line(350,200,355,280);**

**//for right hand**

**line(290,129,255,165);**

**line(255,165,290,200);**

**line(290,149,275,165);**

**line(275,165,290,182);**

**//for left hand**

**line(350,129,385,165);**

**line(385,165,350,200);**

**line(350,149,365,165);**

**line(365,165,350,182);**

**//for shoes**

**line(285,280,275,287);**

**line(275,287,305,287);**

**line(305,280,305,287);**

**line(335,280,335,287);**

**line(335,287,365,287);**

**line(355,280,365,287);**

**//for name**

**settextstyle(2,HORIZ\_DIR,4);**

**outtextxy(293,150," XYZ ");**

**outtextxy(292,160,"EHEHEHEHE");**

**getch();**

**closegraph();**

**}**

**5.Output**



