

S.No	Lab	Date	Signature
1	WRITE A PROGRAM TO MANIPULATE TEXT ON C/C++ USING STANDARD GRAPHICS FUNCTIONS		
2	WRITE A PROGRAM TO DRAW GRAPHICS PRIMITIVES USING STANDARD FUNCTION.		
3	WRITE A PROGRAM TO ANIMATE A CAR USING GRAPHICS FUNCTIONS.		
4	WRITE A PROGRAM TO ANIMATE A SIMPLE AEROPLANE USING GRAPHICS FUNCTION.		
5	WRITE A PROGRAM/ ALGORITHM TO IMPORT, EDIT AND EXPORT A VIDEO ON SOME VIDEO AUTHORIZING SOFTWARE.		
6	WRITE A STEP-BY-STEP PROGRAM/ ALGORITHM TO UPLOAD THE VIDEO TO YOUTUBE AND EMBED THAT VIDEO ON A HTML PAGE.		
7	WRITE A PROGRAM TO IMPLEMENT RUN LENGTH CODING ON GIVEN SET OF STRINGS.		
8	WAP TO IMPLEMENT HUFFMAN CODING ON SOME GIVEN CHARACTERS AND THEIR FREQUENCIES.		