welcome

Roadside Scenario

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introduction

- The roadside scenario project aims to simulate a typical scene along a road, showcasing various elements commonly found in such environments.

objectives

- **Objective 1**

  To create a visually engaging representation of a roadside scene using graphics.h.

- **Objective 2**

  To demonstrate the capability of graphics.h in rendering realistic environments.

Project Work Description

1

- The project utilizes graphics.h library in C++ to draw and animate various components of the roadside scene.

2

- Components include roads, vehicles, buildings, trees, and other objects commonly found alongside roads.

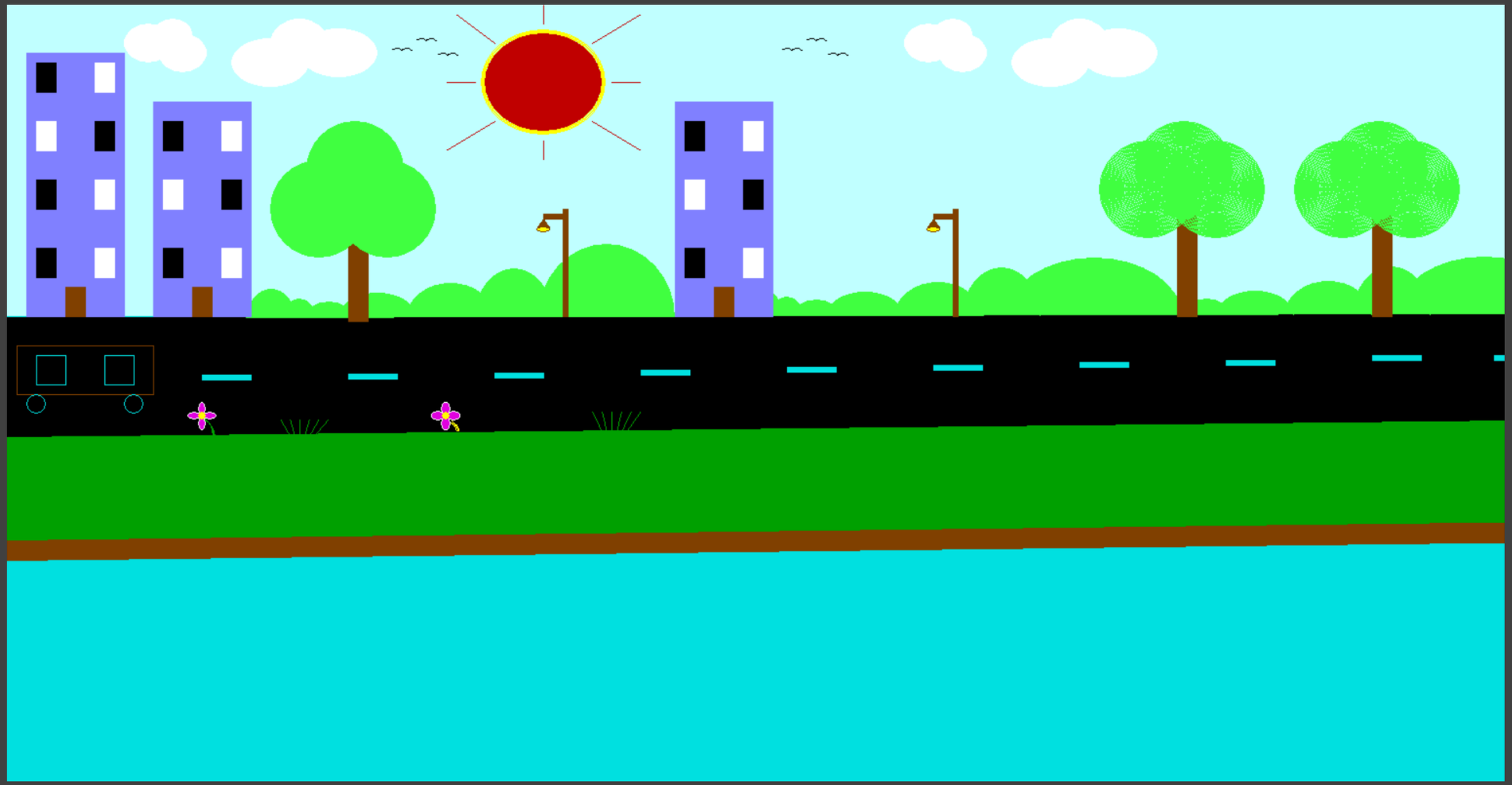
3

- Different graphical functions are used to create and animate each element, providing a static representation of a roadside scenario.

graphical functions

1. line(): Draws a line between two specified points.
2. circle(): Draws a circle with a specified center and radius.
3. rectangle(): Draws a rectangle with specified coordinates.
4. ellipse(): Draws an ellipse with a specified center and radii.
5. setcolor(): set color of the line
6. setfillstyle(): set color of the specified area
7. floodfill(): select the for coloring

project presentation



Limitations

- **Limited graphical capabilities:**

  graphics.h is a basic graphics library and may not support advanced features like realistic textures, shading, or complex animations.

- **Platform dependency:**

  The project may only run on systems supporting the BGI graphics driver used by graphics.h, limiting its portability.

Conclusion

- The roadside scenario project demonstrates the potential of graphics.h library in creating simple yet visually appealing graphical representations.

- While it may have limitations, it serves as a starting point for exploring basic graphics programming and understanding fundamental concepts of computer graphics.

QUESTION AND ANSWER SESSION

THANK YOU