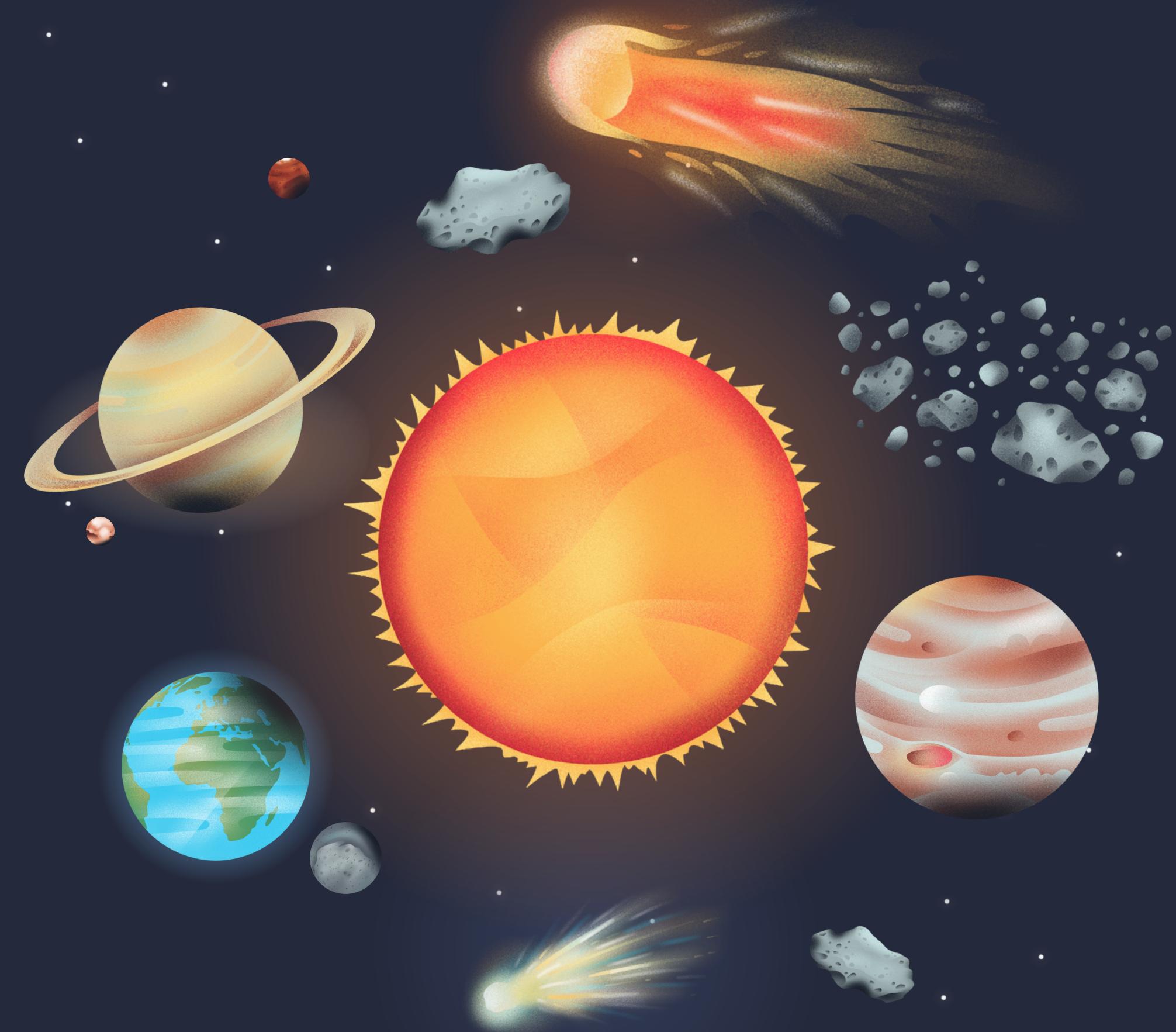


# Welcome To Our Presentation

Topic : Solar System





# Group Members

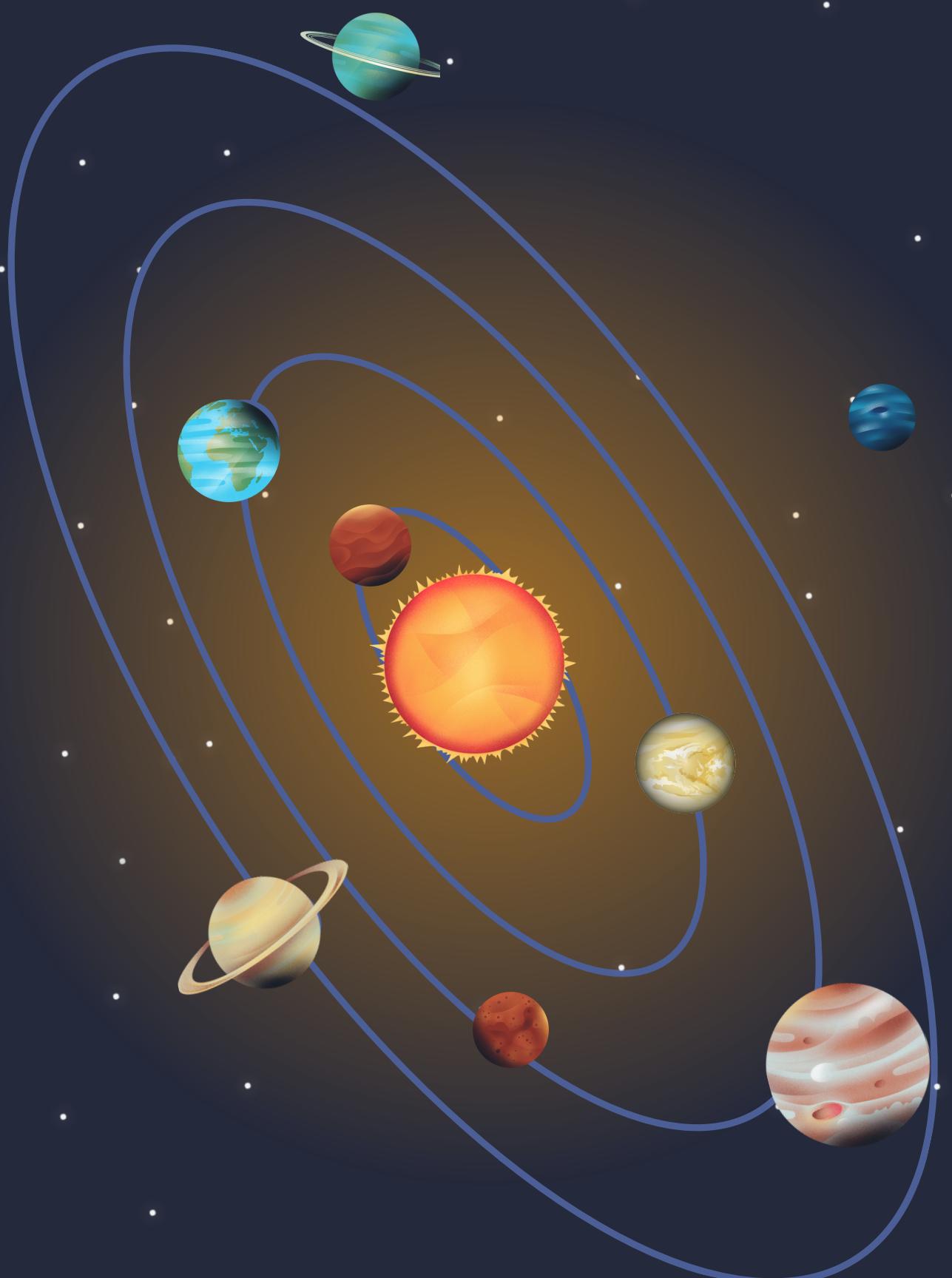
1.Tanvir Ahmed Apu  
ID: 212 505 1045

2.Sawrabh Bhuiyan  
ID : 212 505 1026

3.Fahim Abrar Asif  
ID : 212 505 1116

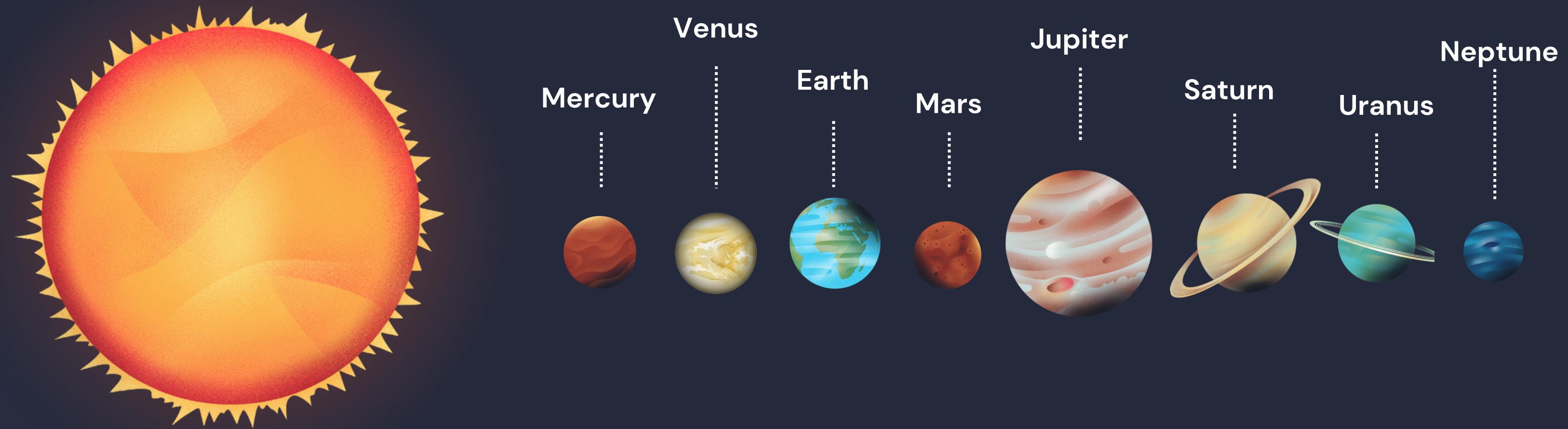
# Introduction

- Our project was to create a dynamic simulation of the solar system using c++ graphics.h library.
- The solar system consists of orbits, stars , sun and planet that orbit around the sun.
- The program utilizes shapes & functions to animate the orbits and graphical functions to represent celestial bodies and their movements.



# The Solar System

The planet we live on, called Earth, is in the solar system.  
There are 7 other major planets that orbit around the Sun.





# Objectives

The objectives of this project :

- Demonstrate basic knowledge of graphical rendering and object placement.
- Implement a simple solar system simulation, with planets orbiting around a central sun.
- Illustrate how to create and animate stars and a galaxy-like pattern on the screen.

# Project Work Description



## Week-1

- First day we discuss and understanding the theme of the solar system simulation.
- Brainstorm ideas for enhancing the visual appeal .

## Week-2

- We initialized the graphics window with a size of 700\*700 pixels.
- Then we use ellipse function to create orbit and create sun using circle function.

# Project Work Description



## Week-3

- In this week, we work with sun and planet and apply color to the sun.
- Then we use the circle function to create planets like (eg:mercury,earth etc).

## Week-4

- In week-4, we work with planets position their own orbit.
- Then we use floodfill , setfillstyle ,setcolor function to color the planets and other objects.
- Then we use putpixel and circle function to create star and apply color to them

# Project Work Description



## Week-5

- In this week, we created comet using the line and circle function.
- And apply color to them.

## Week-6

- In our last week, we added the three galaxy and add color to them
- And at last , We refined and adjust our project for final presentation.

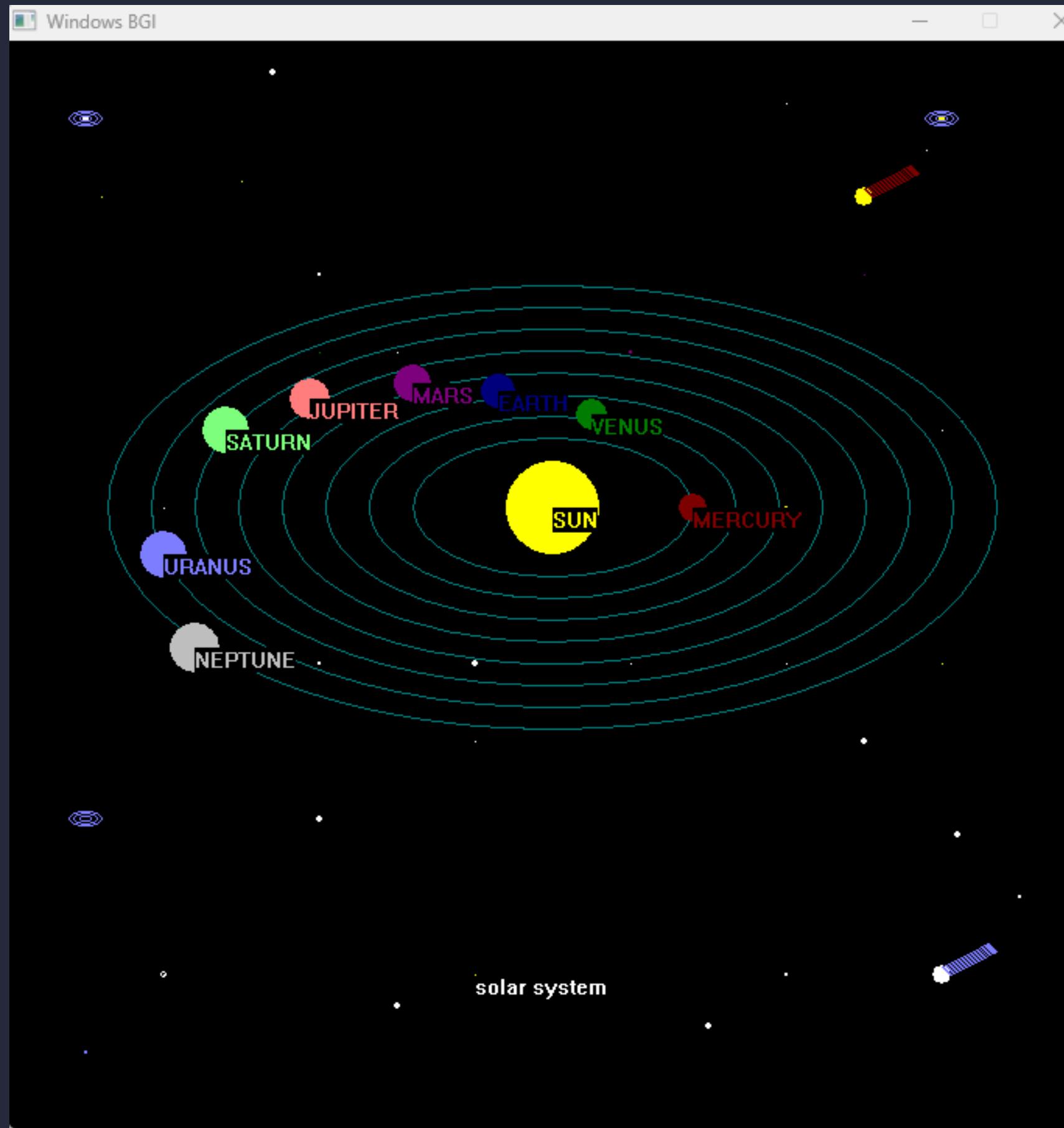
# Project Work Description



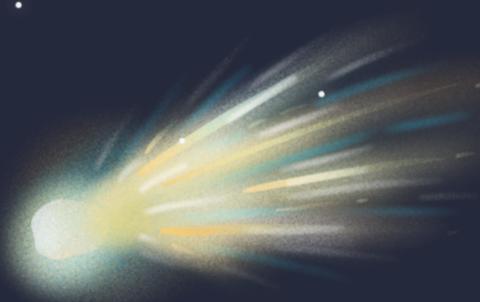
Functions we work with :

- We use putpixel for draw white pixels as stars.
- Setcolor function is used to set the color for drawing.
- Setfillstyle function used for fill pattern for each planets, orbits, stars etc.
- Floodfill function is used to fill the shapes with color.
- Ellipse function is used for to create orbit and 3 galaxy .
- We use line and circle function to create comet.
- Here we use delay function for movement the planet.

# Project Work Presentation



# Limitations

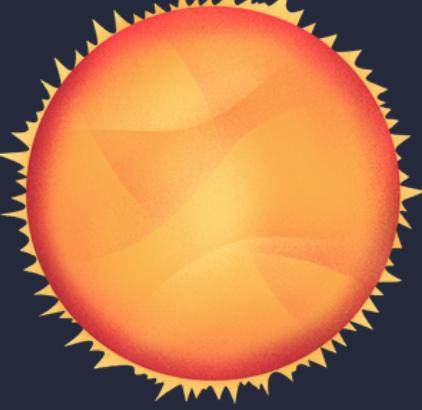


Some limitations of our solar system project may include:

- This Solar system project don't provide any animation. The planets are static and there's no simulation of orbiting or rotational motion.
- There's no user interaction or control over the animation.
- The code relies on the graphics.h library which is outdated and not widely supported on these days.



# Conclusion

- In this code, we created a simple animation of a solar system using the graphics.h library in C++.
  - We learned about basic graphic functions to draw shapes and create visual effects.
  - Here, we implemented static view of the orbiting motion of planets around the sun and some other objects.
- 

# Thank You....



A detailed illustration of an orange telescope mounted on a tripod, angled upwards towards the top right of the frame. The telescope has a black eyepiece and a small circular lens on the side. It is positioned in the lower-left corner of the slide.

# Any Questions?

