

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

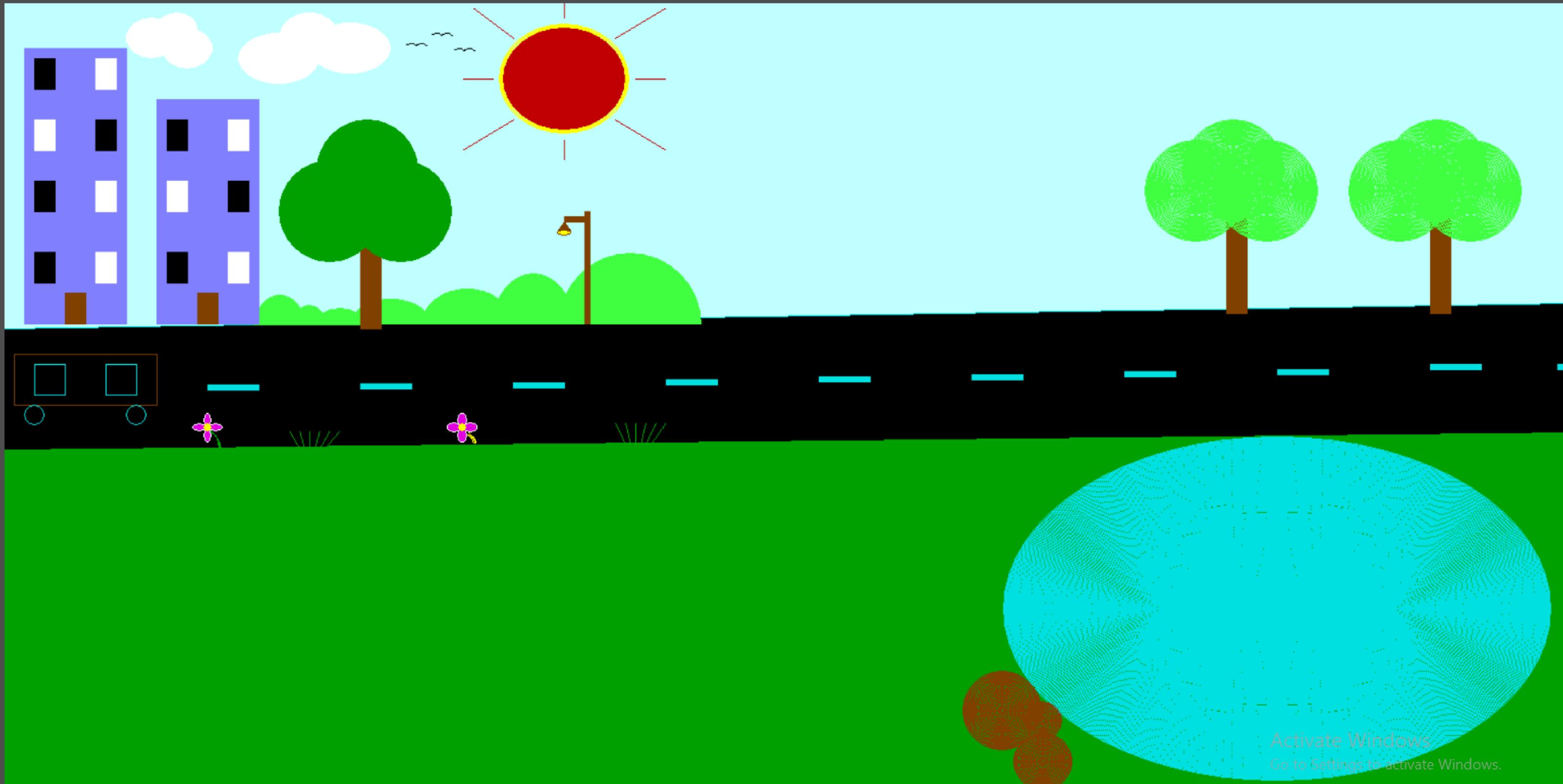
- Different graphical functions are used to create and animate each element, providing a static representation of a roadside scenario.

5

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