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**COMPUTER GRAPHICS PRACTICAL**

**ANS 2-**

#include<stdio.h>

#include<conio.h>

#include<graphics.h>

int main()

{

int gd = DETECT, gm;

int dx, dy, p, end;

float x1, x2, y1, y2, x, y;

initgraph(&gd, &gm, "c:\tc\bgi");

printf("Enter Value of X1: ");

scanf("%f", &x1);

printf("Enter Value of Y1: ");

scanf("%f", &y1);

printf("Enter Value of X2: ");

scanf("%f", &x2);

printf("Enter Value of Y2: ");

scanf("%f", &y2);

dx = abs(x1 - x2);

dy = abs(y1 - y2);

p = 2 \* dy - dx;

if(x1 > x2)

{

x = x2;

y = y2;

end = x1;

}

else

{

x = x1;

y = y1;

end = x2;

}

putpixel(x, y, 10);

while(x < end)

{

x = x + 1;

if(p < 0)

{

p = p + 2 \* dy;

}

else

{

y = y + 1;

p = p + 2 \* (dy - dx);

}

putpixel(x, y, 10);

}

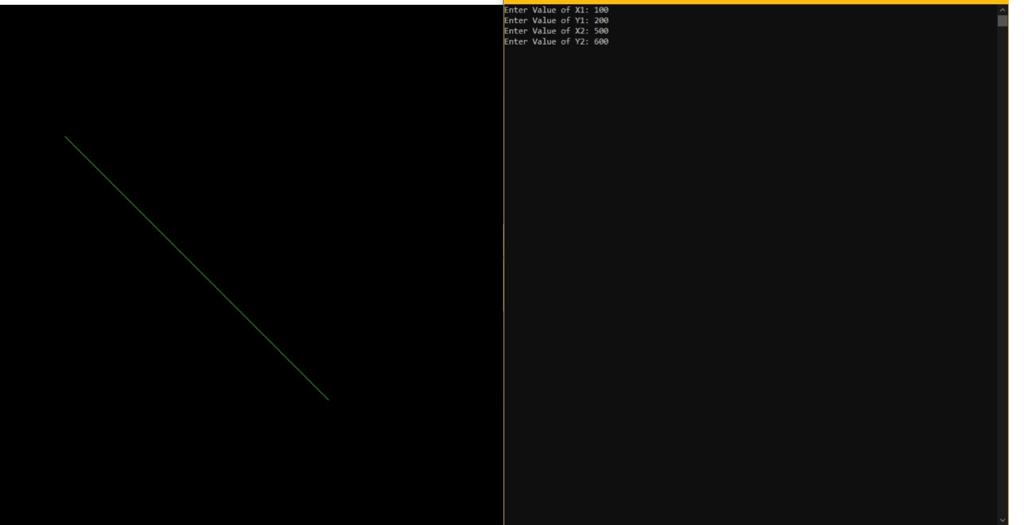
getch();

closegraph();

return 0;

}

OUTPUT-



**ANS-3**

#include<graphics.h>

#include<stdio.h>

void boundary\_fill(int x, int y, int fill\_color, int bound\_color)

{

if(getpixel(x,y) != fill\_color && getpixel(x,y) != bound\_color)

{

putpixel(x,y,fill\_color);

delay(1);

boundary\_fill(x+1,y,fill\_color,bound\_color);

boundary\_fill(x,y-1,fill\_color,bound\_color);

boundary\_fill(x-1,y,fill\_color,bound\_color);

boundary\_fill(x,y+1,fill\_color,bound\_color);

boundary\_fill(x-1,y-1,fill\_color,bound\_color);

boundary\_fill(x+1,y-1,fill\_color,bound\_color);

boundary\_fill(x-1,y+1,fill\_color,bound\_color);

boundary\_fill(x+1,y+1,fill\_color,bound\_color);

}

}

int main( )

{

int gd=DETECT,gm;

initgraph(&gd,&gm,"");

line(100,100,250,100);

line(250,100,250,250);

line(250,250,400,250);

line(400,250,400,400);

line(248,400,400,400);

line(248,250,248,400);

line(100,100,100,250);

line(100,250,248,250);

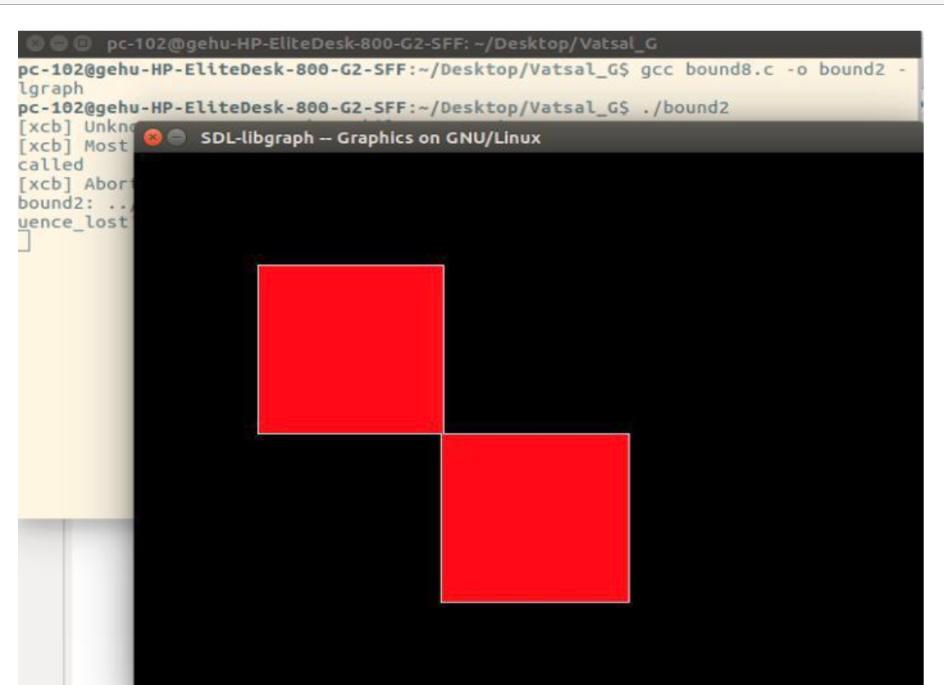
boundary\_fill(150,150,RED,WHITE);

getch( );

closegraph( );

}

OUTPUT-



ANS –1

#include <bits/stdc++.h>

#include<iostream.h>

using namespace std;

int main()

{

int n;

cout<<"Enter size of matrix (NxN): ";

cin>>n;

int arr[n][n];

cout<<"\nEnter matrix elements:\n";

for(int i=0;i<n;i++)

{

for(int j=0;j<n;j++)

{

cin>>arr[i][j];

}

}

for (int i=0;i<n/2;i++)

{

for (int j=i;j<n-i-1;j++)

{

int temp=arr[i][j];

arr[i][j]=arr[n-1-j][i];

arr[n-1-j][i]=arr[n-1-i][n-1-j];

arr[n-1-i][n-1-j]=arr[j][n-1-i];

arr[j][n-1-i]=temp;

}

}

cout<<"\nMatrix after rotating 90 degree clockwise:\n";

for(int i=0;i<n;i++)

{

for(int j=0;j<n;j++)

{

cout<<arr[i][j]<<" ";

}

cout<<"\n";

}

return 0;

}

Output-

