

Report On

Title of the Course Project

Submitted in partial fulfillment of the requirements of the Course project in
Semester III of Second Year Artificial Intelligence and Data Science

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Vidyavardhini's College of Engineering & Technology
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CERTIFICATE

This is to certify that the project entitled “Currency Converter” is a bonafide work of kartikey dubey(Roll No. 08), vishwatej sarang (Roll No. 51), chirag raut (Roll No. 50), submitted to the University of Mumbai in partial fulfillment of the requirement for the **Course project in semester III of Second Year** Artificial Intelligence and Data Science engineering.

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1 Overview:

Overview of the computer graphics project Program:

It seems like you might be referring to the "Colorful Circle" project in computer graphics, but as of my last knowledge update in 2022, I don't have specific information about this project. However, I can provide you with a general overview of what a project like this might entail:

The "Colorful Circle" project in computer graphics could involve creating a visually appealing and dynamic representation of circles or circular patterns, using various color schemes and possibly incorporating animation or interactivity. This type of project might be implemented using a graphics library or framework such as OpenGL, WebGL, or a higher-level graphics API like DirectX or Vulkan.

To create a colorful circle in computer graphics, you might start by defining the geometry and attributes of the circle, including its position, radius, and color. Depending on the specific requirements of the project, you might implement features such as shading, lighting effects, texture mapping, and animation to enhance the visual appeal of the circles.

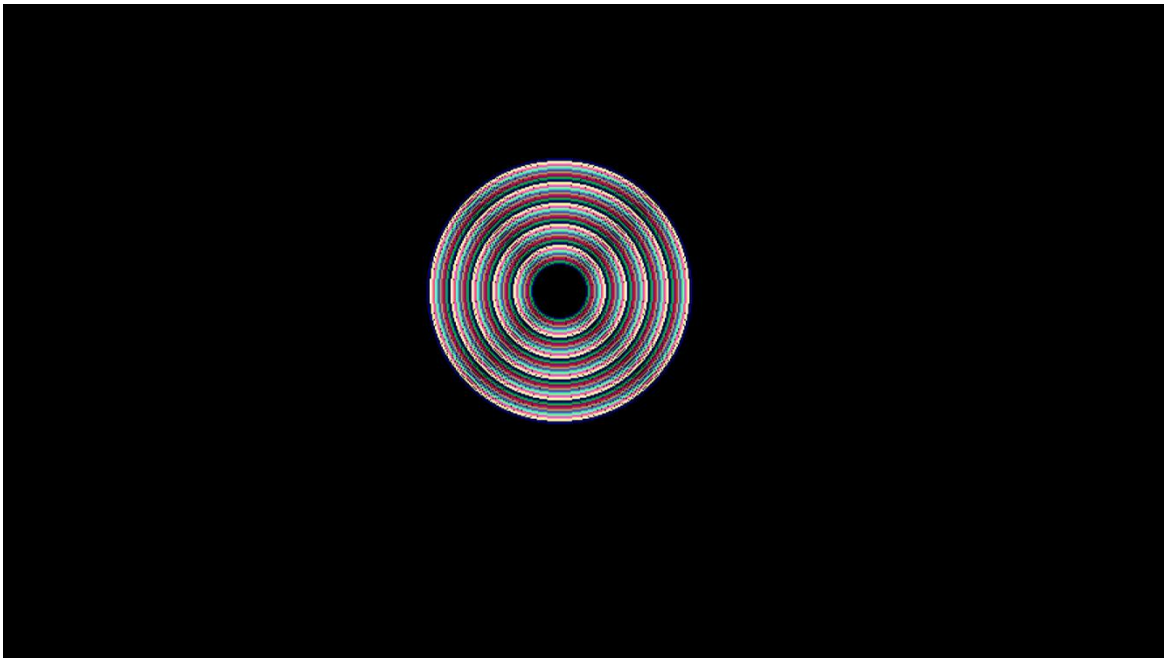
Additionally, if the project involves interactivity, you might implement user input handling to enable actions such as resizing or moving the circles, changing their colors, or creating dynamic visual effects in response to user interactions.

It's important to note that the specifics of the "Colorful Circle" project can vary depending on the context and goals of the project, such as whether it is a part of a computer graphics course, a personal learning project, or a professional application development task.

If you need more information about a particular aspect of the "Colorful Circle" project or have any specific questions, please feel free to ask, and I'll do my best to help.

2 Program and Output:

```
#include<stdio.h>
#include<conio.h>
#include<graphics.h>
#include<dos.h>
#include<stdio.h>
void main()
{
int gd=DETECT,gm,i;initgraph(&gd,&gm,"C:\\Turboc3\\BGI");
for(i=0;i<=90;i++)
{
setcolor(i);
circle(319,219,20+i);
delay(50);
}
}
getch();
```



3 Explanation:

In computer graphics, the term "Colorful Circle" could refer to a project or exercise that involves creating and manipulating circles with different colors, often to demonstrate various concepts related to computer graphics. This project might serve as a practical way to understand and implement fundamental concepts such as rendering, color theory, geometric transformations, and possibly user interaction.

The key components of the project could include:

1. Circle Generation: Using mathematical equations or algorithms to generate circles of different sizes, positions, and orientations.

2. Color Representation: Implementing color models and techniques to assign and manipulate colors for the circles. This could involve using RGB (Red, Green, Blue), HSV (Hue, Saturation, Value), or other color models to create visually appealing effects.
3. Rendering: Utilizing rendering techniques to display the circles on a screen or other graphical output device. This could involve techniques such as rasterization or ray tracing, depending on the scope and complexity of the project.
4. Animation (Optional): Implementing animation effects to create dynamic visuals. This might involve techniques such as movement, scaling, or color transitions to bring the circles to life.
5. User Interaction (Optional): Allowing users to interact with the circles, such as clicking or dragging them, changing their properties, or creating other visual effects in response to user input.

The purpose of the "Colorful Circle" project might be to provide hands-on experience in applying theoretical concepts of computer graphics to practical implementations. By working on this project, individuals can gain a better understanding of how graphical elements are created, manipulated, and displayed on a screen. Additionally, it can serve as a foundation for more advanced projects that involve complex graphics rendering and animation techniques.