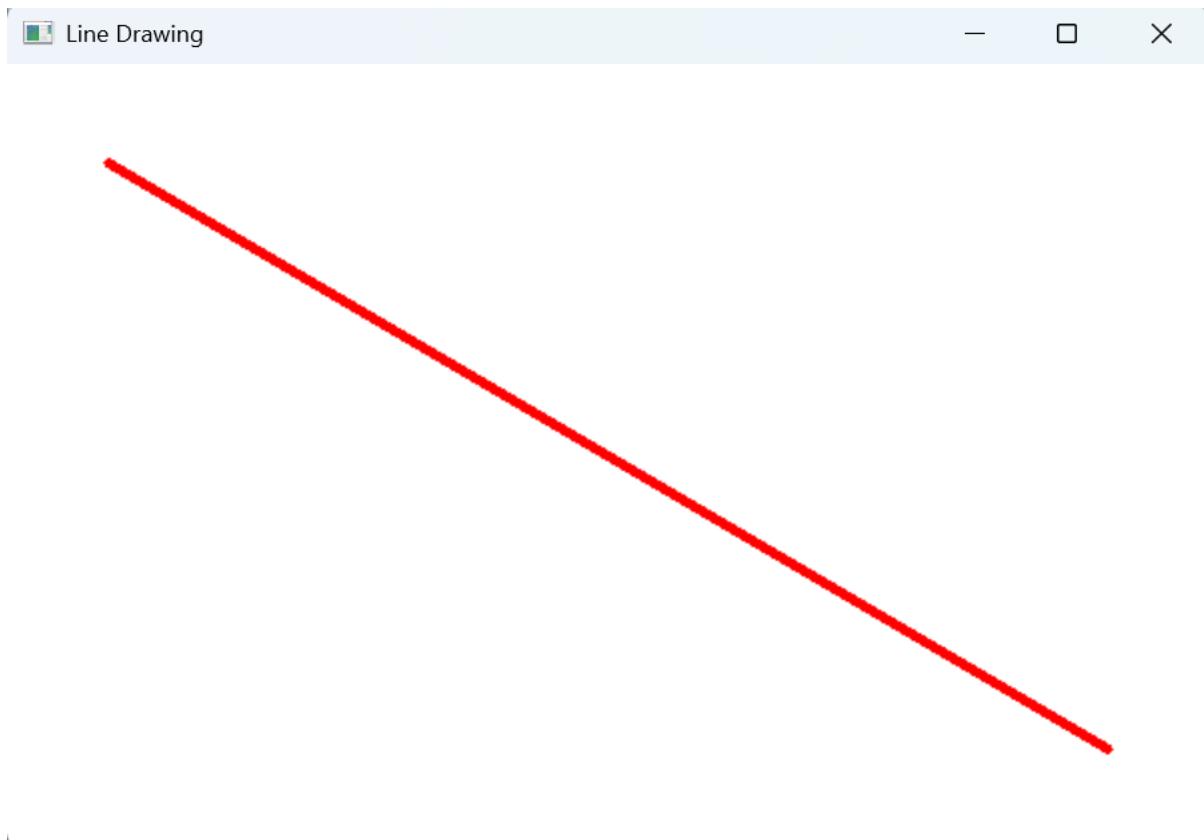
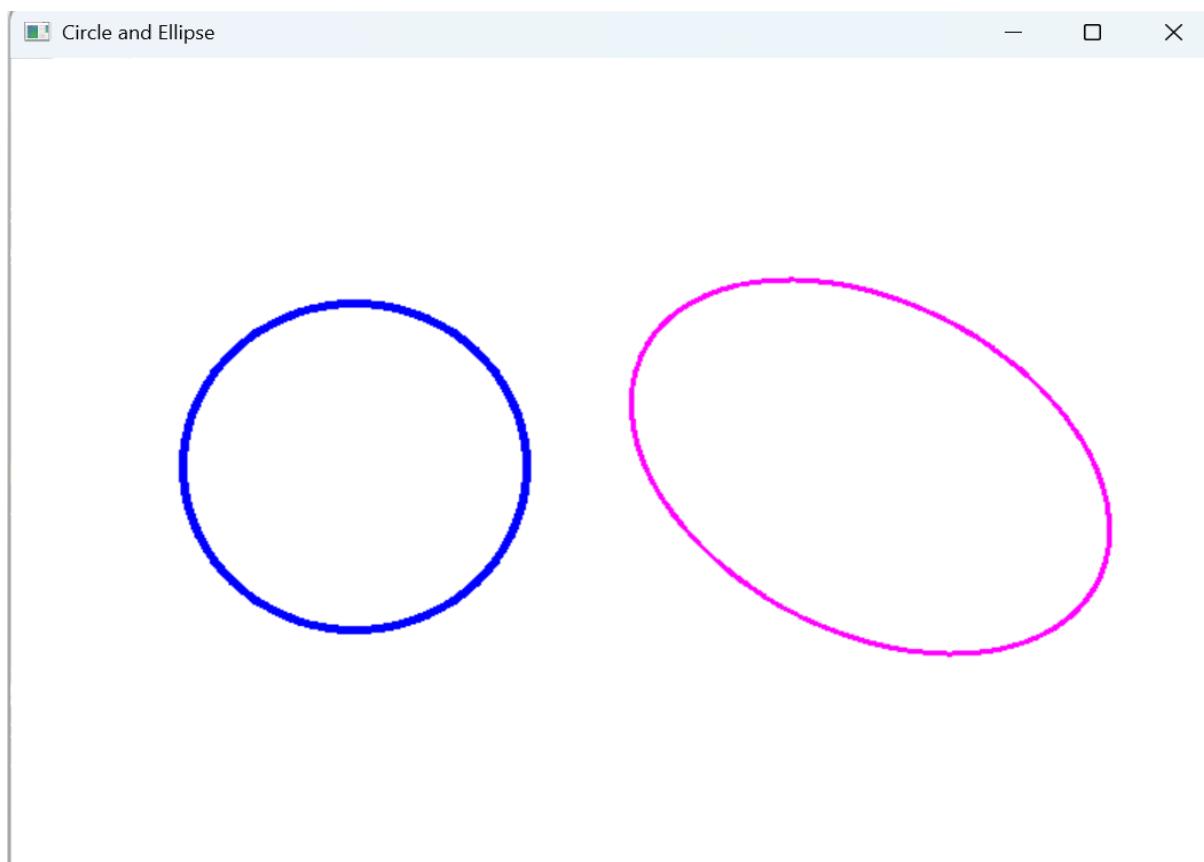


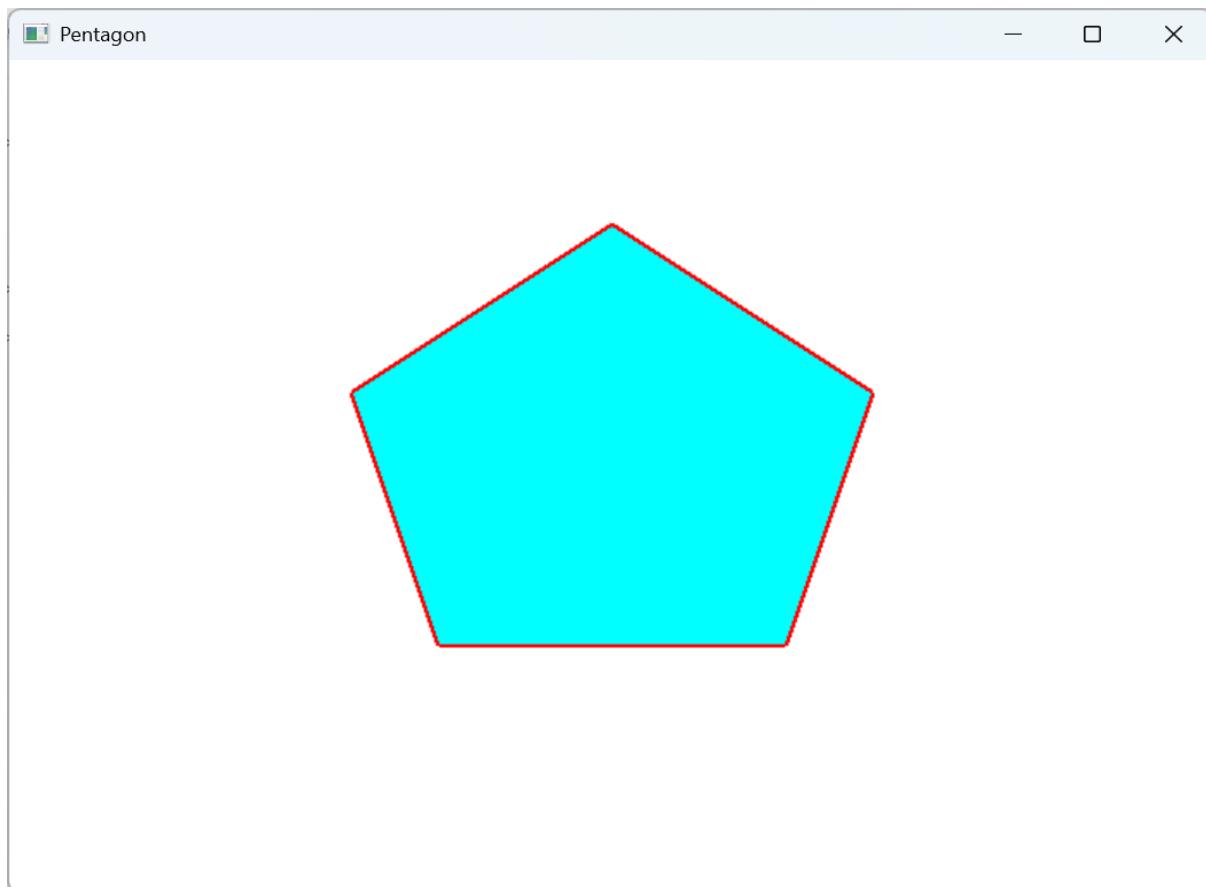
1a



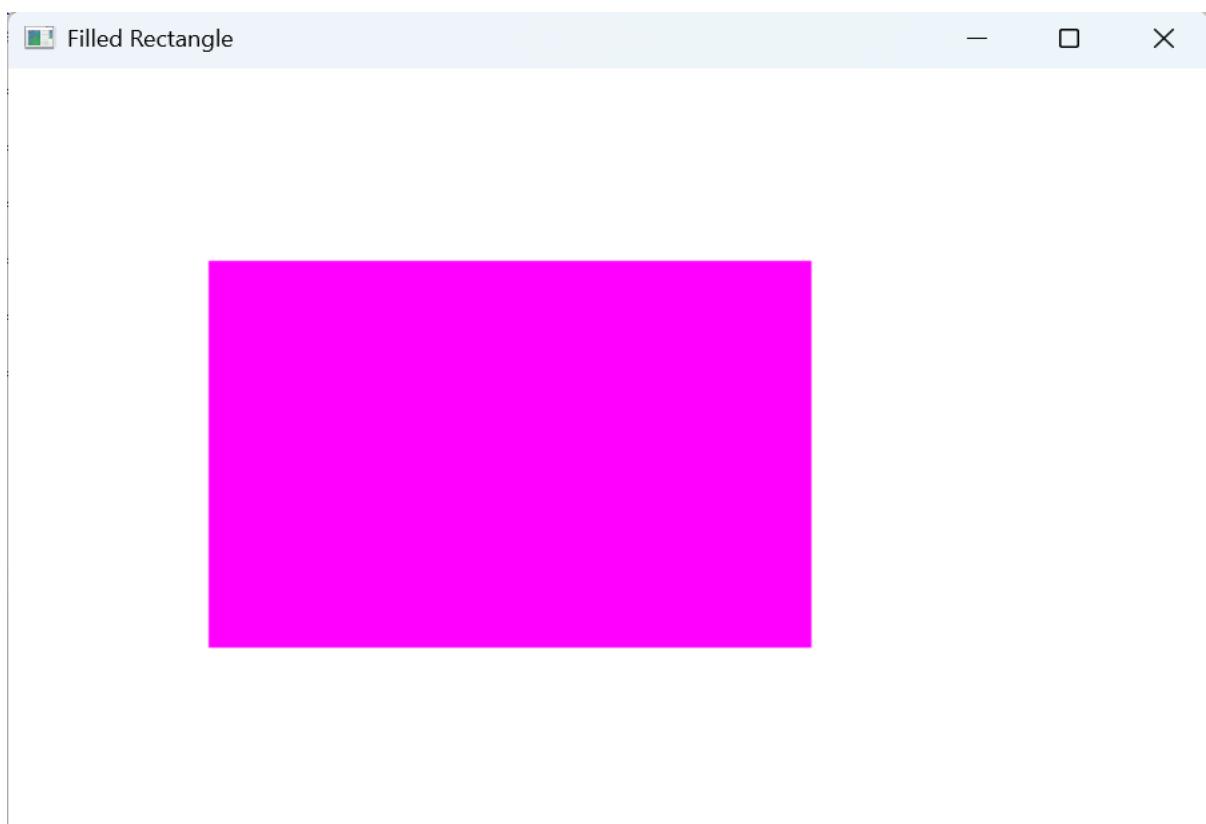
1b



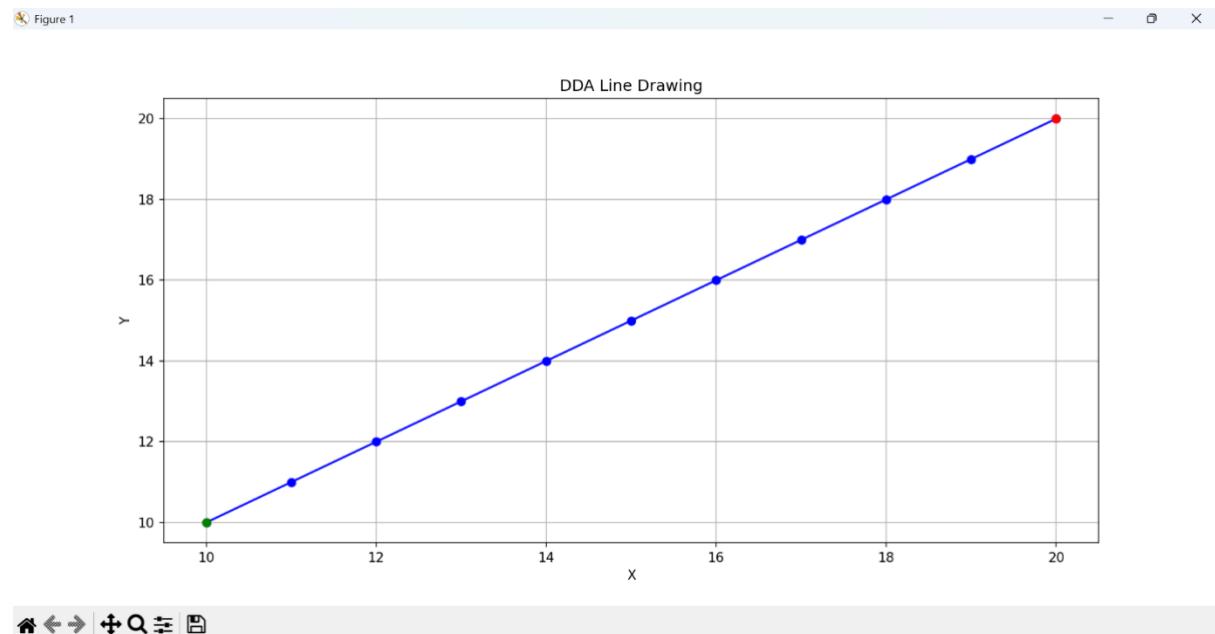
1c



1d

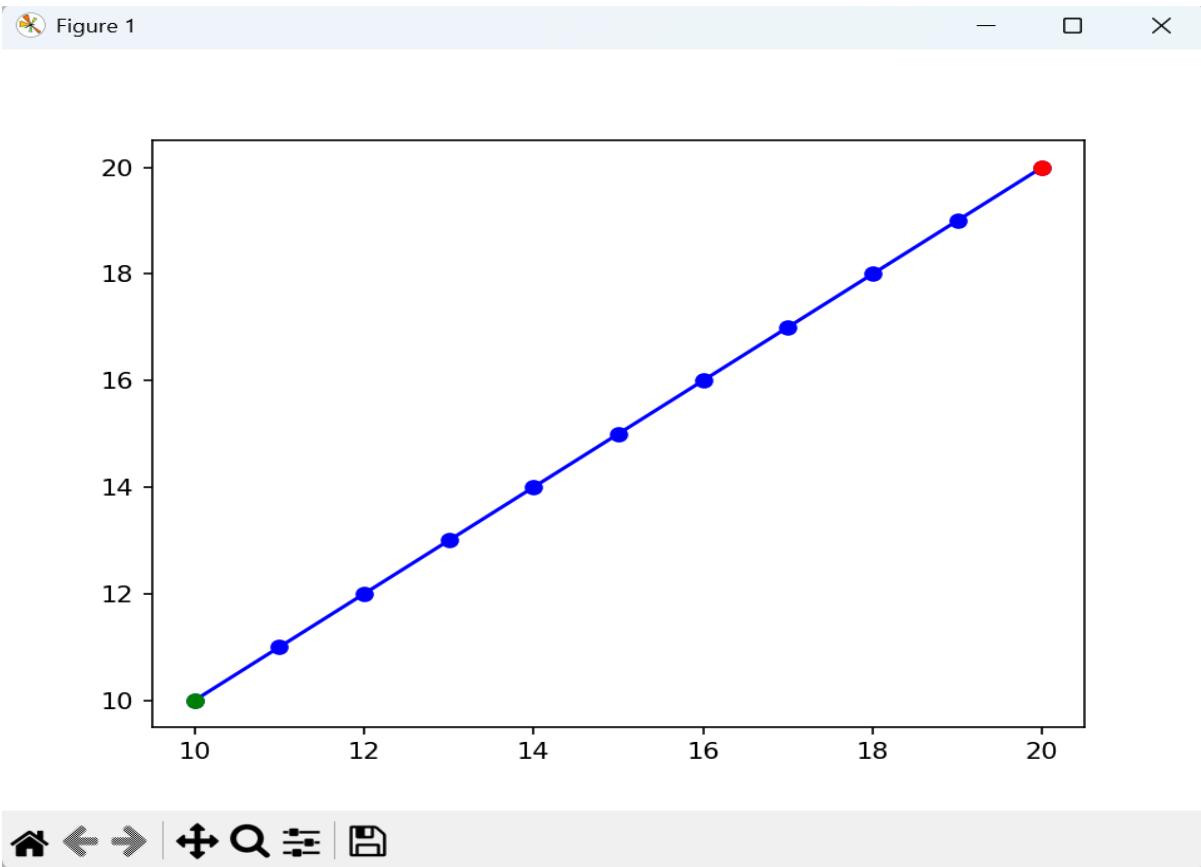


2a

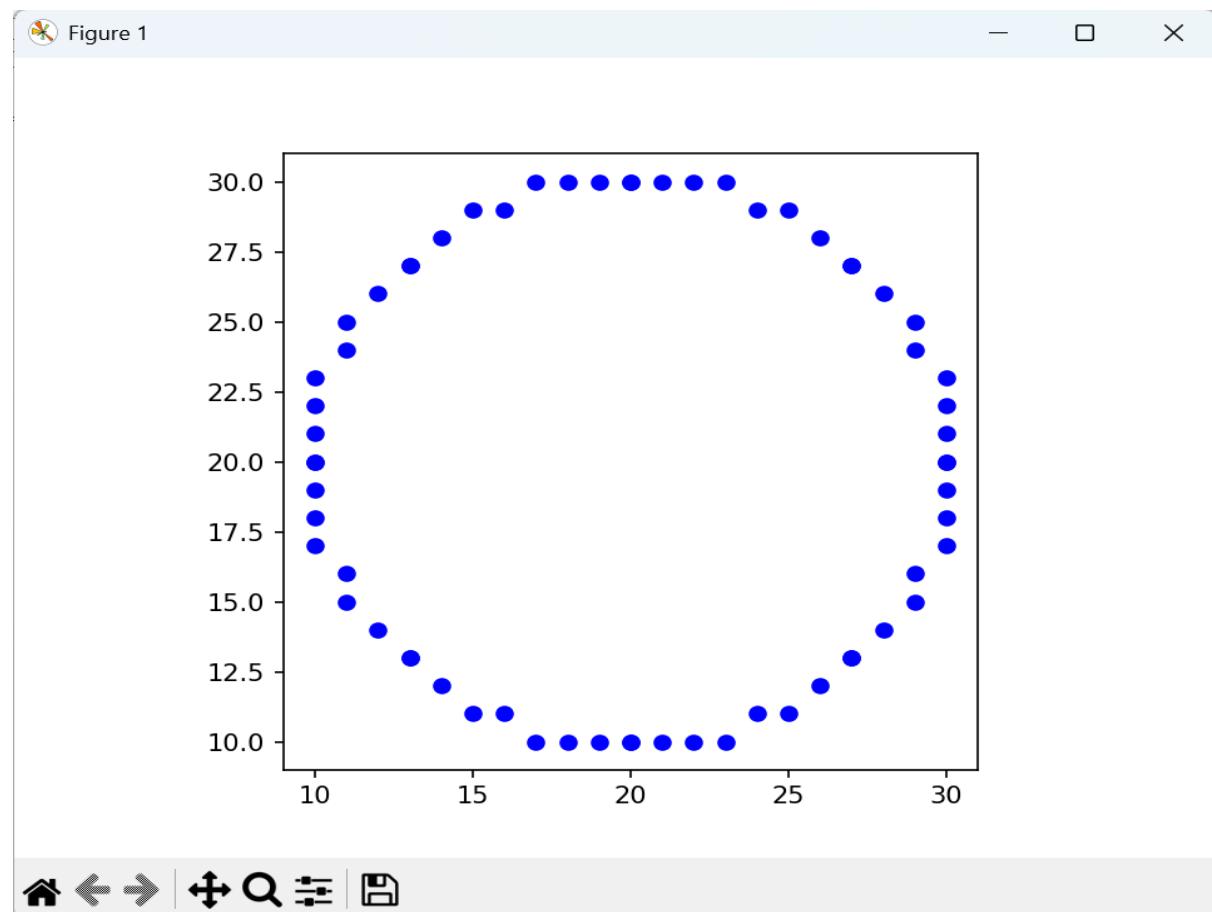


2b

```
===== RESTART: C:\CG Practicals\2b.py
(10, 10)
(11, 11)
(12, 12)
(13, 13)
(14, 14)
(15, 15)
(16, 16)
(17, 17)
(18, 18)
(19, 19)
(20, 20)
>>> |
```

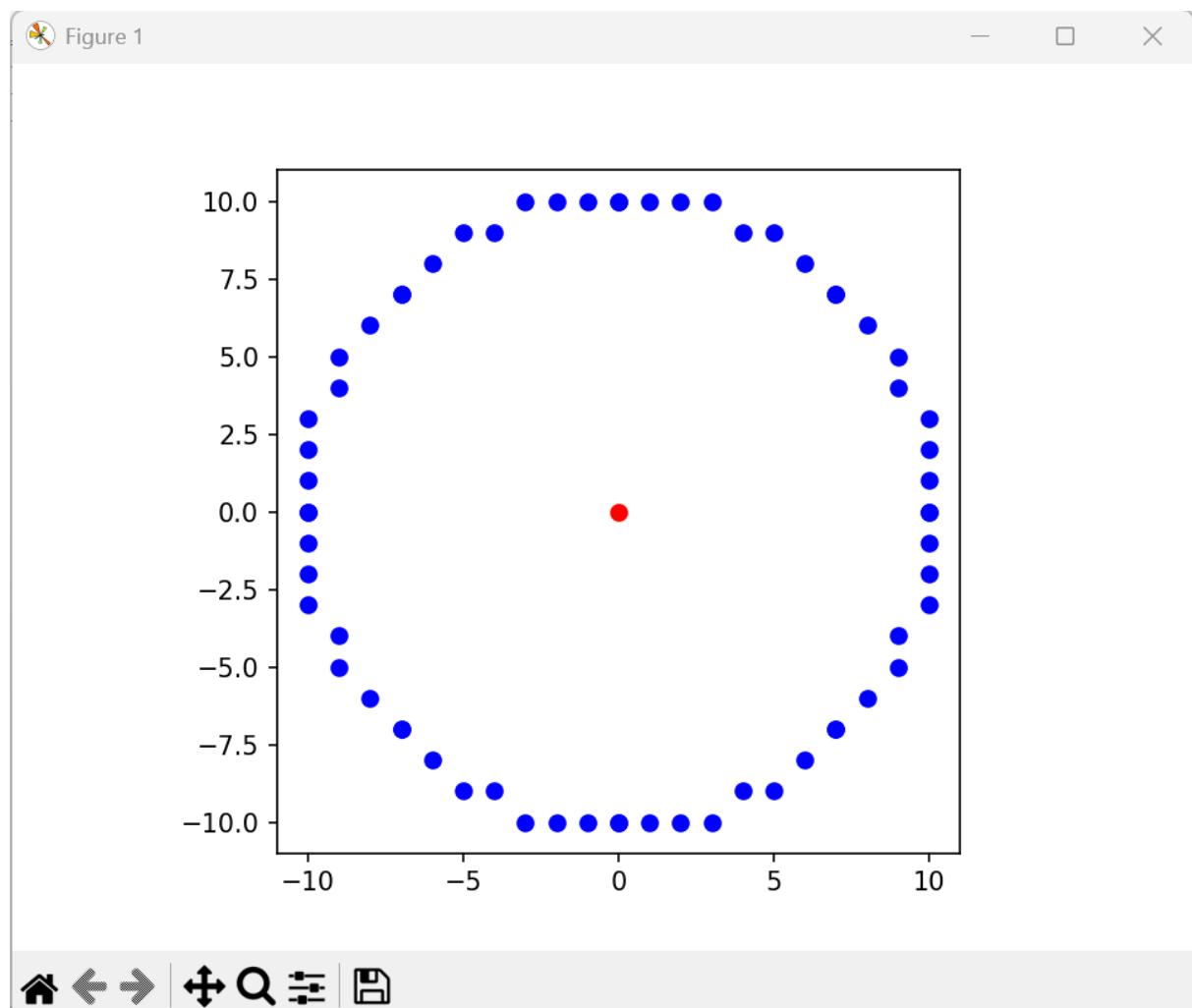


2c

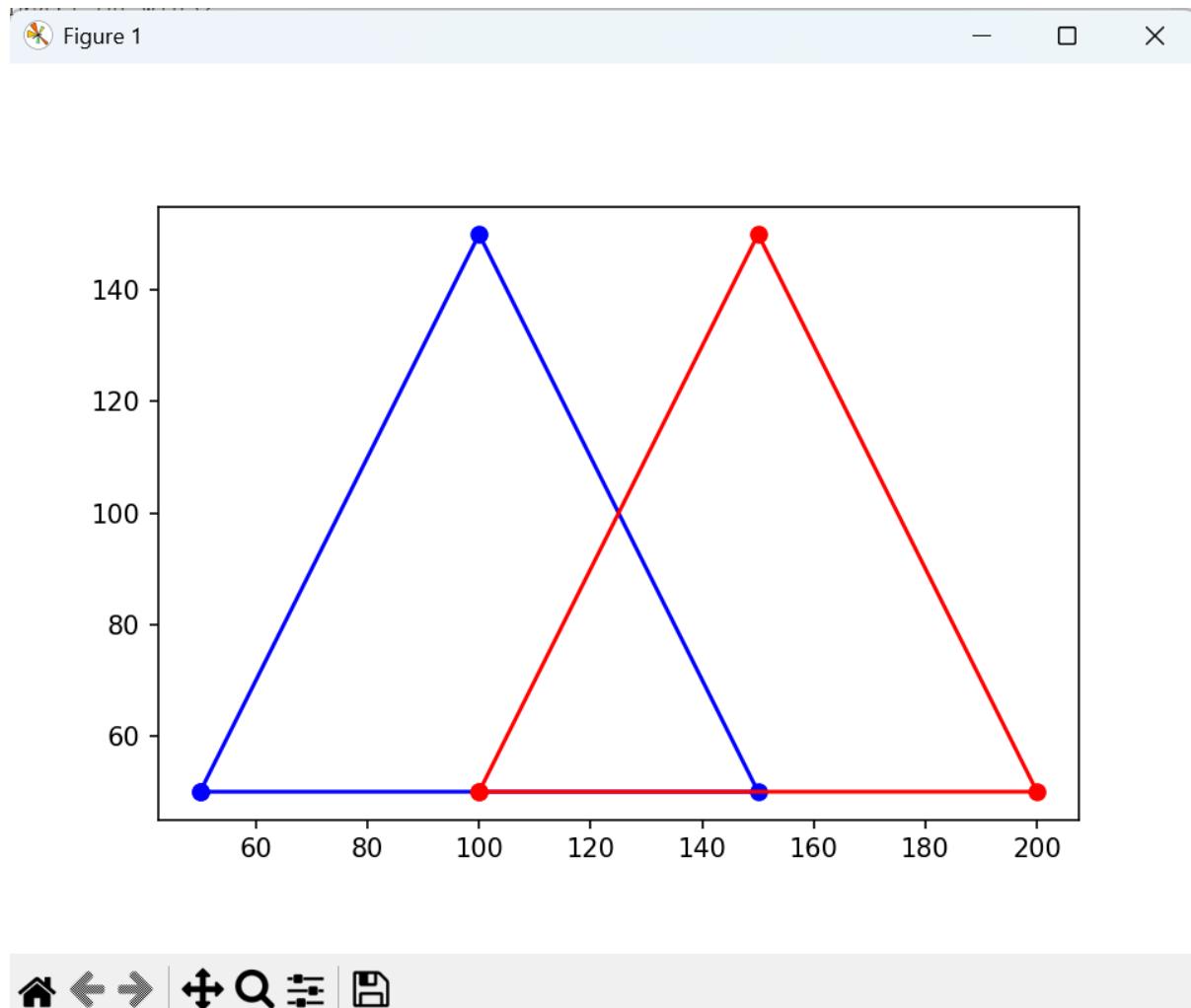


2d

```
===== RESTART: C:\CG Practicals\2d.py
Enter the x-coordinate of the center: 0
Enter the y-coordinate of the center: 0
Enter the radius of the circle: 10
```

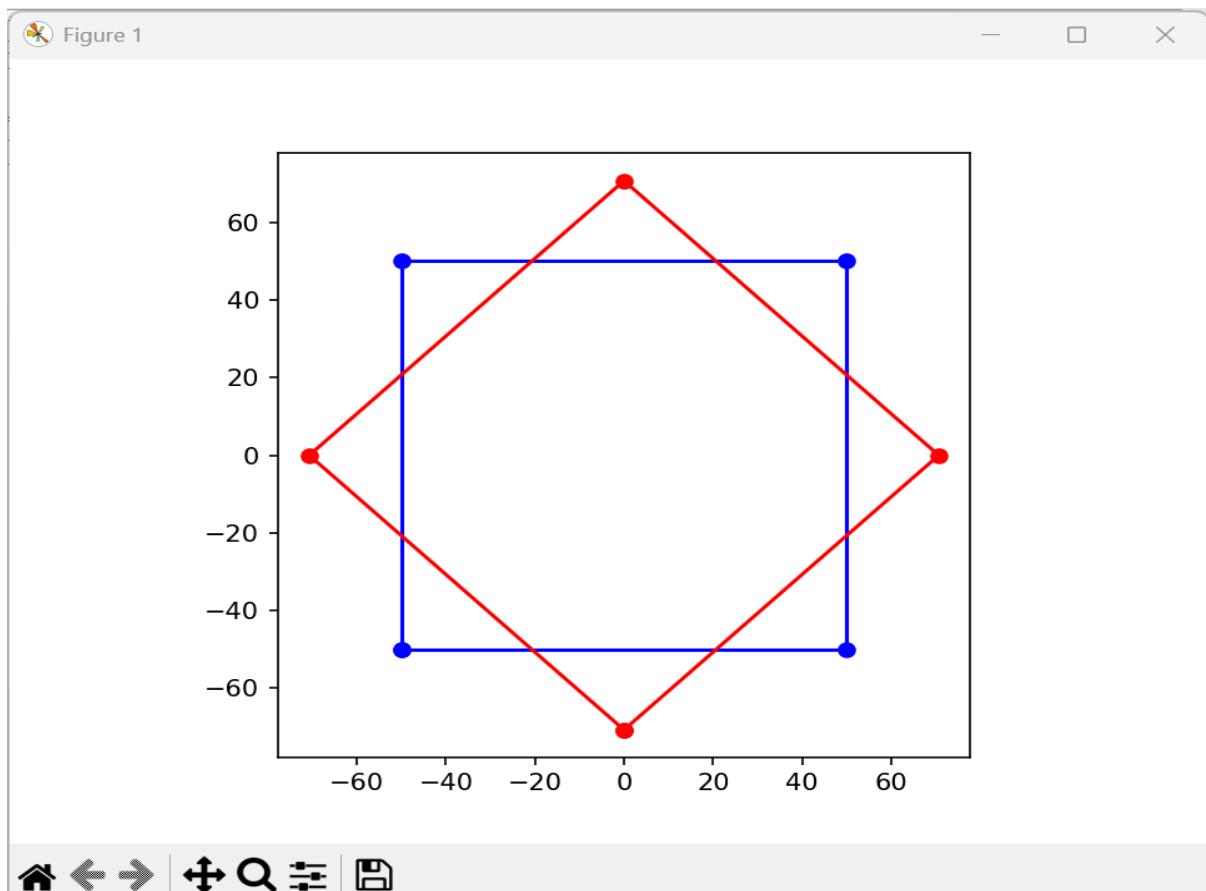


3a

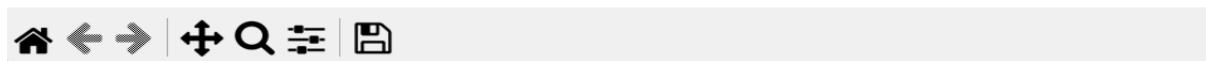
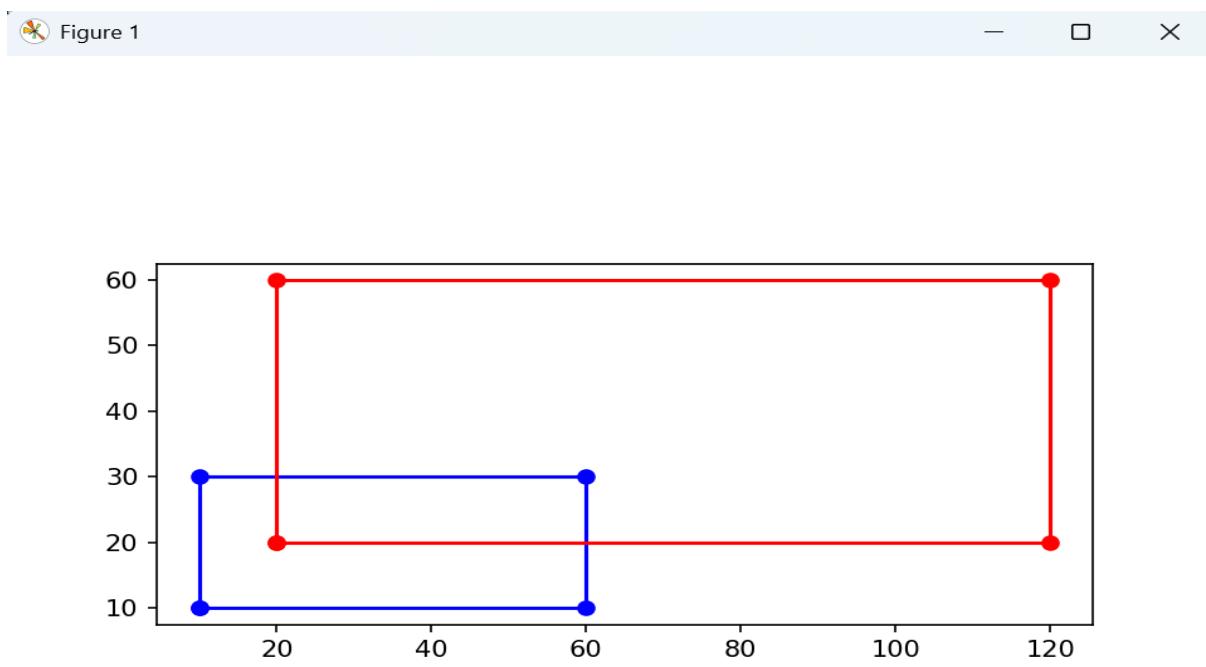


3b

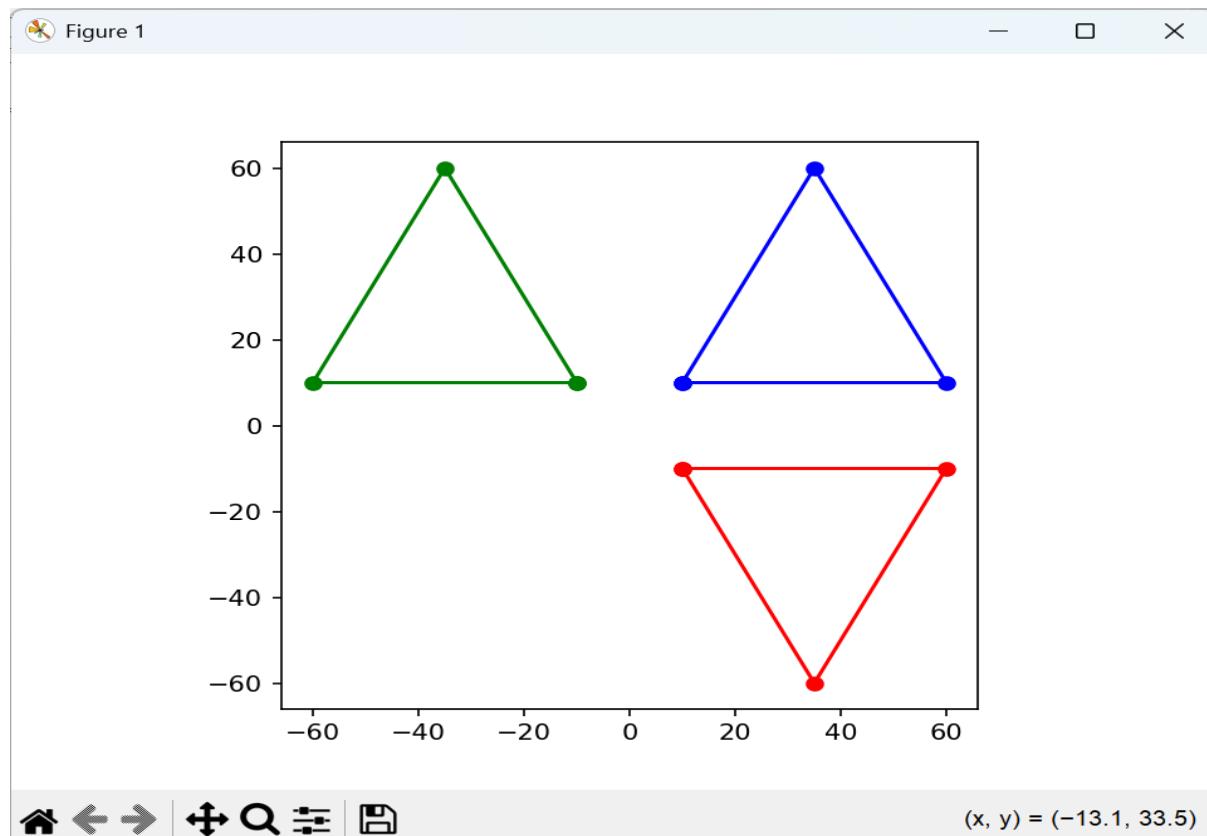
```
===== RESTART: C:\CG Practicals\3b.py =====
Enter the rotation angle (in degrees): 45
Enter the direction of rotation (clockwise/anticlockwise): anticlockwise
```



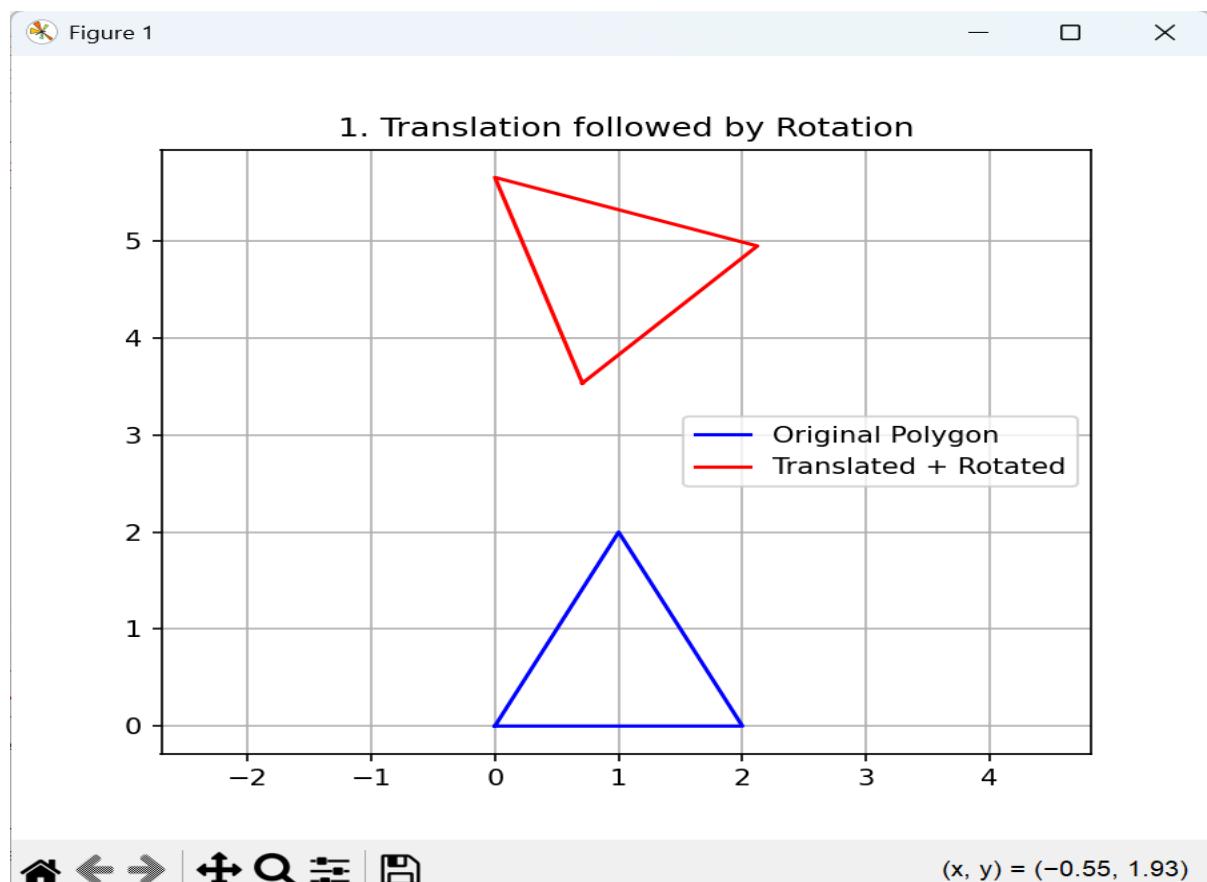
3c



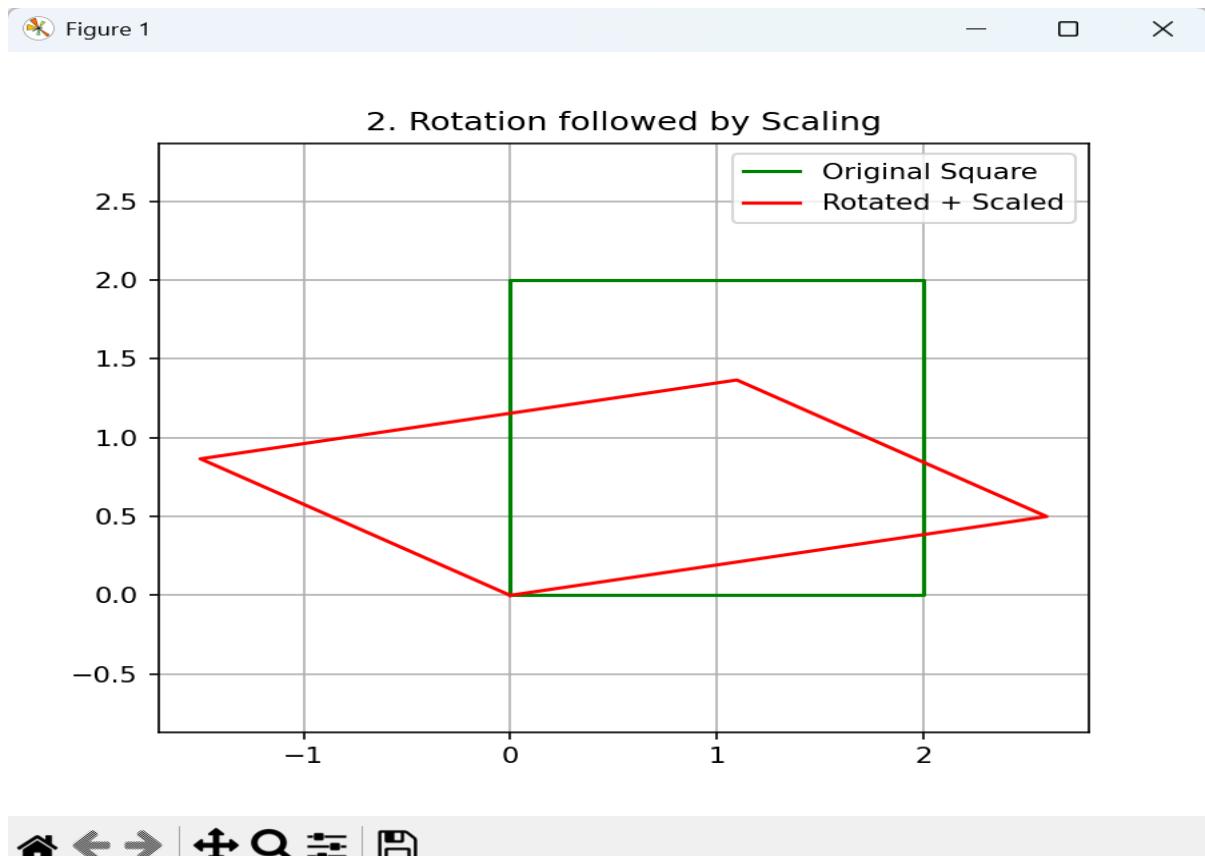
3d



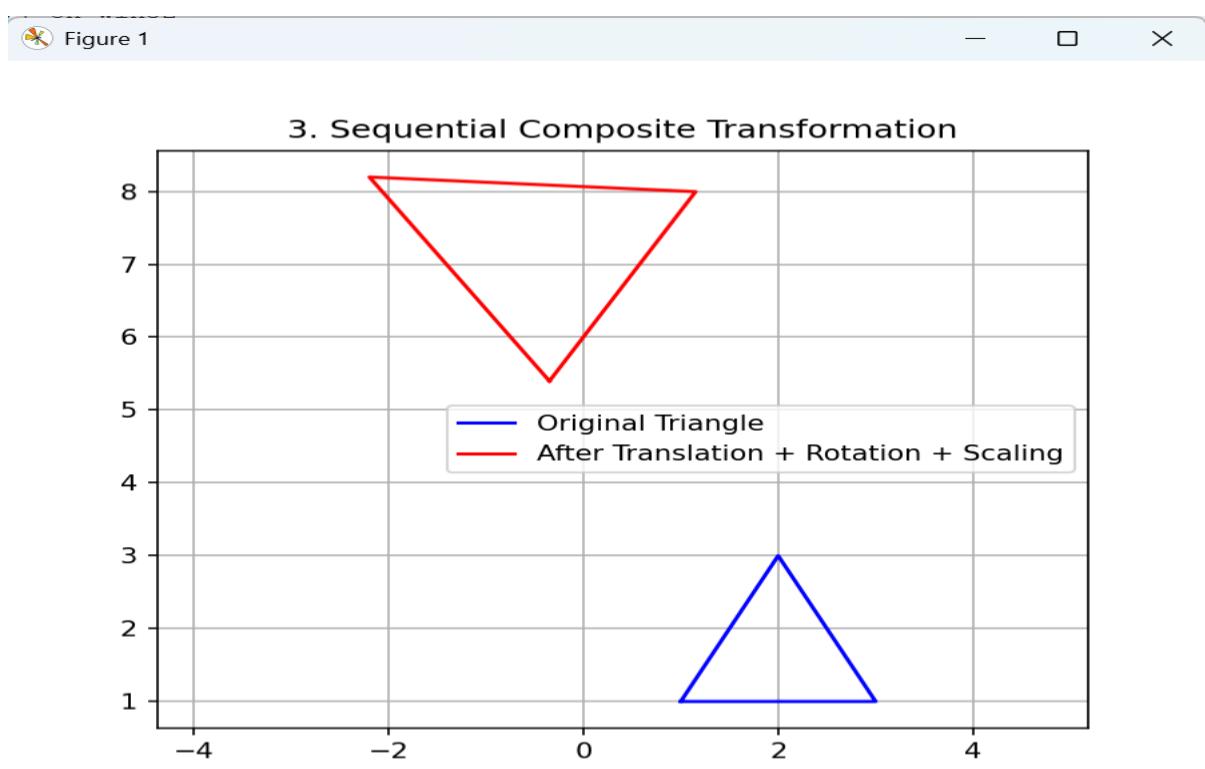
4a



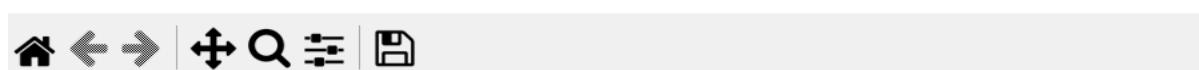
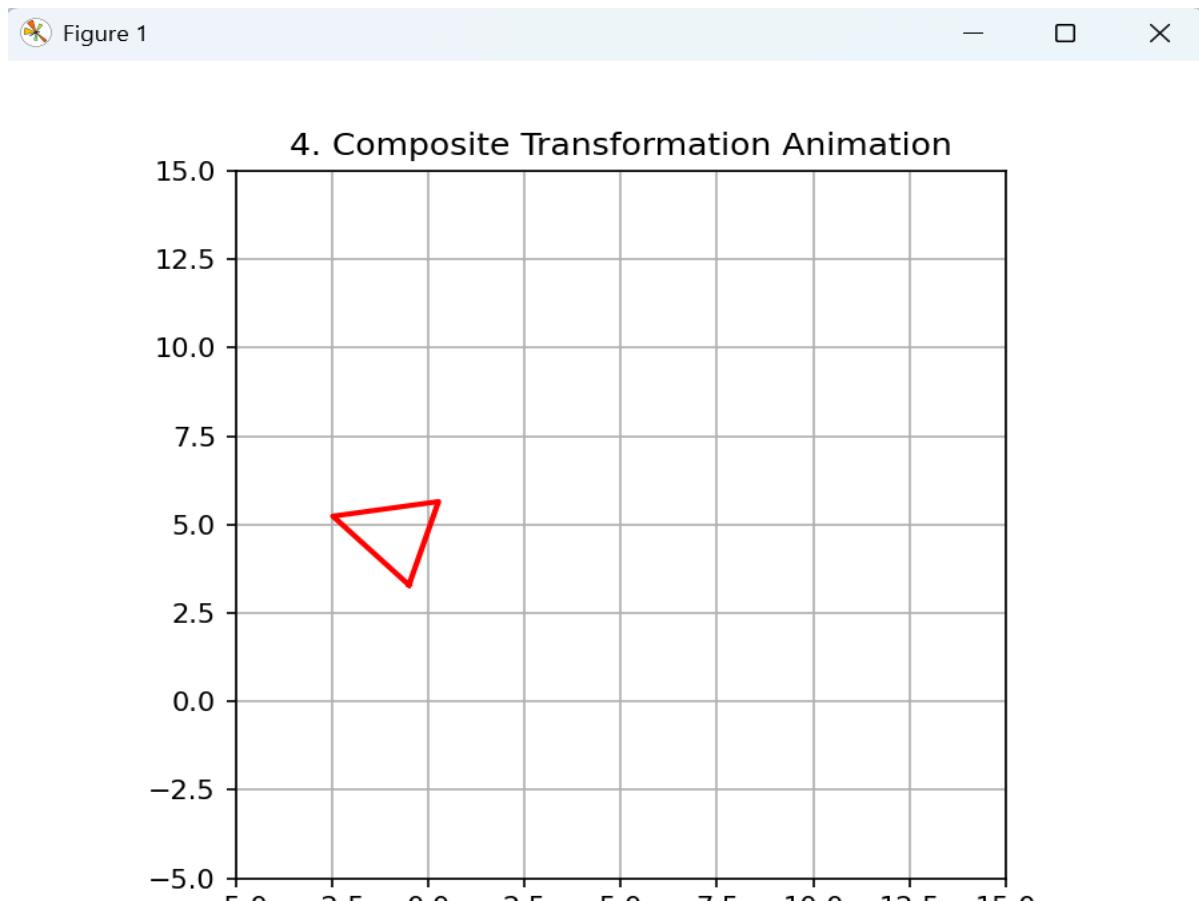
4b



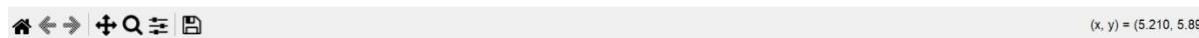
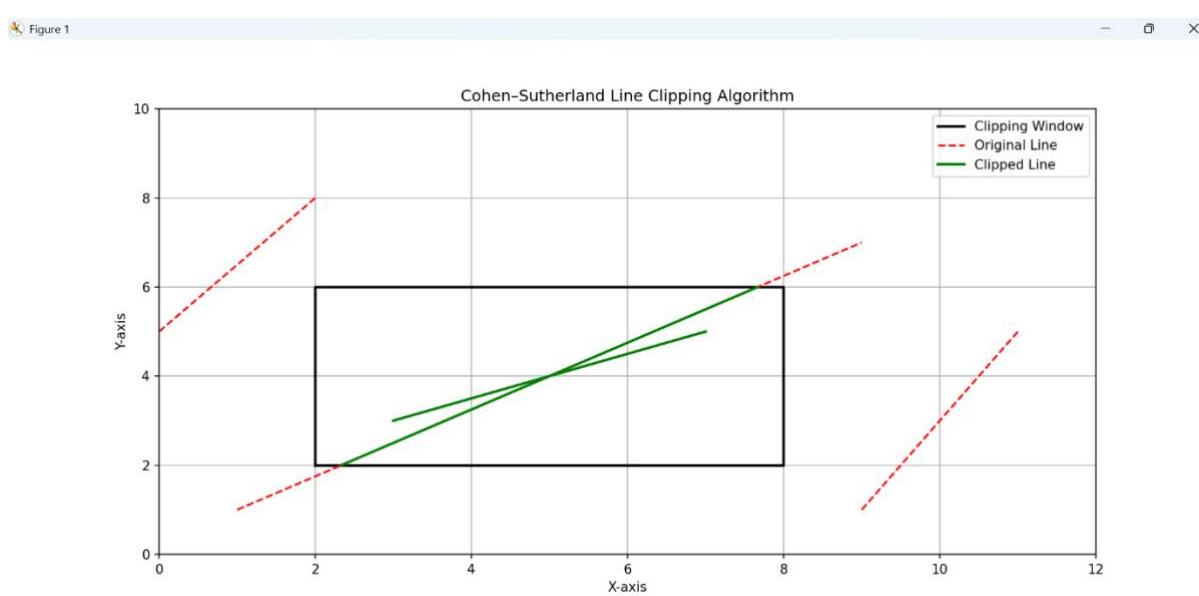
4c



4d



5



(x, y) = (5.210, 5.89)

6a

```
| ===== RESTART: C:\CG Practicals\6a.py =====
| pygame 2.6.1 (SDL 2.28.4, Python 3.13.5)
| Hello from the pygame community. https://www.pygame.org/contribute.html
>>> |
```



6b

```
| ===== RESTART: C:\CG Practicals\6b.py =====
| pygame 2.6.1 (SDL 2.28.4, Python 3.13.5)
| Hello from the pygame community. https://www.pygame.org/contribute.html
>>> |
```



7a

```
>>> ===== RESTART: C:/CG Practicals/7a.py ======pygame 2.6.1 (SDL 2.28.4, Python 3.13.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
```

Horizontal Ball Animation

— □ ×



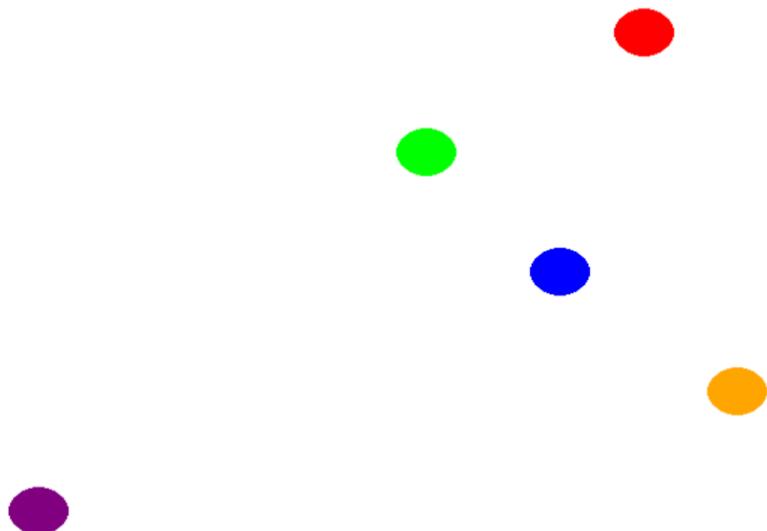
7b

>>

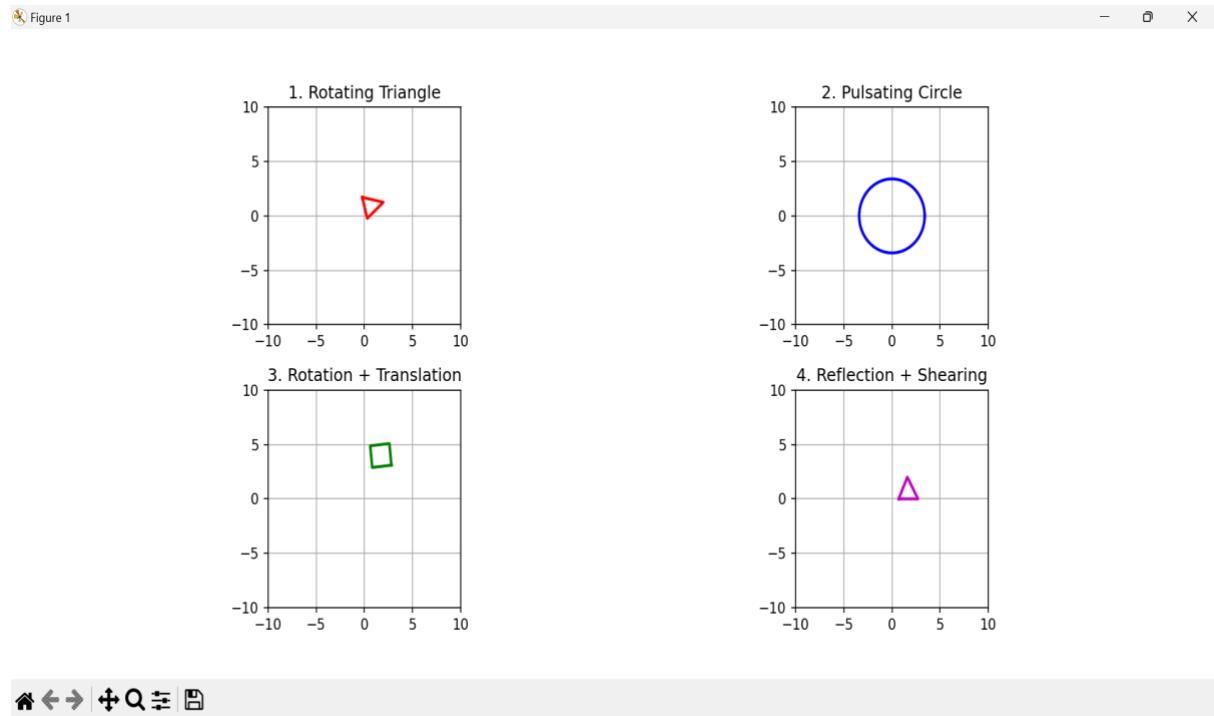
```
===== RESTART: C:/CG Practicals/7b.py =====
pygame 2.6.1 (SDL 2.28.4, Python 3.13.5)
Hello from the pygame community. https://www.pygame.org/contribute.html
```

Multiple Balls Animation

— □ ×



8



9

