CS 33400

Due Wednesday, September 3 at noon

Assignment 1—2-D graphics

1. Create a 2-D graphics application with the following functionality:
   1. Drawing axis aligned rectangle.
   2. Drawing circle.
   3. Drawing line between two points.
   4. Load & save tiff image files (other popular file formats that provide non-lossy compression are also acceptable)
2. Demonstrate application by:
   1. Make an image that spells out your first name (the first three letters suffice)
      1. Save image as name.tif
   2. Make a video that shows your name scroll horizontally on the screen.
      1. The video should have 640x480 resolution and a 30Hz frame rate, and it should last 10s, during which the name string should cover the screen three times.
      2. Make the video by capturing the frame buffer window of your application; use any window capturing SW you want. Use a common container format, e.g., mp4, and a common video codec, e.g., H.264.
3. Extra credit
   1. Drawing triangle (2%)
   2. 2-D Tetris game (5%)
   3. Pong game (3%)
4. Turn in on BrightSpace
   1. Source code
   2. Executable
   3. The image and the video files
   4. A readme.txt file describing the extra credit features attempted

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