

## EASTERN UNIVERSITY, SRILANKA

## DEPARTMENT FO MATHEMATICS

## THIRD EXAMINATION IN SCIENCE -2007/2008

## FIRST SEMESTER (Feb./Mar. 2010)

## CS 351 - PRACTICAL WORK ON CS301

## (Proper and Repeat)

1. 

(i) Write a C++ function called line $D D A$ (int $x 0$, int $y 0$, int $x 1$, int y 1 ) to implement the Digital differential analyzer (DDA) line drawing algorithm, where ( $\mathrm{x} 0, \mathrm{y} 0$ ) and ( $\mathrm{x} 1, \mathrm{y} 1$ ) are end points of the line.
(ii) Write a $\mathrm{C}++$ function called midCIR (int xc , int yc , int r ) to implement the bresenham midpoint circle drawing algorithm, where ( $\mathrm{xc}, \mathrm{yc}$ ) is the center point of the circle and $r$ is the radius of the circle.
(iii) Create the picture as given below using the above line drawing and circle drawing functions.

(iv) Fill the picture with any background color.
2.
(i) Create a class called pixel to represent ( $\mathrm{x} y$ ) pixel position in display screen with some attributes and implement the methods given below to perform the following task.

```
Public attributes:
Int x,y; // To store the x,y coordinates,
```


## Public methods:

| Pixel(); | //A default constructor to <br> initialize $\mathrm{x}, \mathrm{y}$ to default values. |
| :--- | :--- |
| Pixel (int x1, int y 1 ); | // A user defined constructor to <br> initialize $\mathrm{x}, \mathrm{y}$. |
| Setx() | //set the x coordinate. |
| Sety() | //set the y coordinate. |
| Getx() | //return the x coordinate. |
| Gety() | //return the y coordinate. |
| Void plot (int cl); | //plot the (x,y) coordinates. |

(ii) Using midpoint circle algorithm and DDA line algorithm construct a mypicture class and create the picture as given below.

(iii) Display them in the center of your screen.
(iv) Translate the squares $\mathrm{C}, \mathrm{D}$ and E , pixel co-ordinate is $\mathrm{x}=10, \mathrm{y}=0$.
(v) Rotate Center square (E) by $45^{\circ}$ and Rotate squares $\mathbf{A}$ and $\mathbf{B}$ by $60^{\circ}$ when you are press any key on the keyboard.
(vi) Enlarge and tiny the given squares from the origin using scaling algorithm.

