Faculty Name: M.K.Panchal

Term start date: 18/06/2018   **Term End date: 17/10/2018**

Subject: Computer Graphics (2151603)

Batch : Sem 5 IT(A2)   **No of lab: 1**

Sr. No	Topic	Planned Date	Actual Date
1	Study of various C graphics functions. (Initgraph,closegraph ,line, circle, drawpoly etc.)	21/06/2018 28/06/2018	
2	To write a C-program for creating simple two dimensional shape of house, car, fish, man using lines, circles etc.	05/07/2018 12/07/2018	
3	Consider the line from (3, 2) to (4, 7), use DDA line algorithm to rasterize this line.	19/07/2018	
4	Develop the C program for to display different types of line like dotted ,solid ,dashed etc.	26/07/2018	
5	Consider the line from (0, 0) to (-8,-4), use general Bresenham's line algorithm to rasterize this line.	02/08/2018	
6	Develop the Bresenham's Circle drawing algorithm using C language	09/08/2018	
7	Perform a transformation of triangle A(1,0),B(0,1),C(1,1) by a)Rotating 45∘ about the origin and then traslatin one unit in x and y direction .b)Shift the image up by 2 units.	16/08/2018 23/08/2018	
8	Clip the line PQ having coordinates P(4,1) and Q(6,4) against the clip window having vertices A(3,2),B(7,2),C(7,6) and D(3,6) using Cohen Sutherland line clipping algorithm.	30/08/2018	
9	Perform the Polygon clipping algorithm	06/09/2018	
10	Implement Boundary-Fill & Flood Fill algorithm to fill a polygon.	20/09/2018 27/09/2018	
11	Perform the following tasks using MATLAB commands. - Read the grayscale and color image. - Display images on the computer monitor - Write images in your destination folder.	04/10/2018	
12	Implement algorithm for Character generation using BITMAP method.	11/10/2018	

BE SEMESTER V(IT)

Lesson Planning (Practical)

Faculty Name: M.K.Panchal
Term start date: 18/06/2018   Term End date: 17/10/2018
Subject: Computer Graphics (2151603)
Batch : Sem 5 IT(B2)   **No of lab: 1**

Sr. No	Topic	Planned Date	Actual Date
1	Study of various C graphics functions. (initgraph,closegraph ,line, circle, drawpoly etc.)	20/06/2018 29/06/2018	
2	To write a C-program for creating simple two dimensional shape of house, car, fish, man using lines, circles etc.	06/07/2018 13/07/2018	
3	Consider the line from (3, 2) to (4, 7), use DDA line algorithm to rasterize this line.	20/07/2018	
4	Develop the C program for to display different types of line like dotted ,solid ,dashed etc.	27/07/2018	
5	Consider the line from (0, 0) to (-8,-4), use general Bresenham's line algorithm to rasterize this line.	03/08/2018	
6	Develop the Bresenham's Circle drawing algorithm using C language	10/08/2018	
7	Perform a transformation of triangle A(1,0),B(0,1),C(1,1) by a)Rotating 45∘ about the origin and then traslatin one unit in x and y direction .b)Shift the image up by 2 units.	24/08/2018	
8	Clip the line PQ having coordinates P(4,1) and Q(6,4) against the clip window having vertices A(3,2),B(7,2),C(7,6) and D(3,6) using Cohen Sutherland line clipping algorithm.	31/08/2018	
9	Perform the Polygon clipping algorithm	07/09/2018	
10	WAP to fill polygon using seed fill algorithm	14/09/2018	
11	Perform the following tasks using MATLAB commands. - Read the grayscale and color image. - Display images on the computer monitor - Write images in your destination folder.	28/09/2018	