

**JIS College of Engineering**  
**B. Tech (Information Technology)-5th Semester**  
**Computer Graphics Assignment**

Paper Code: IT-595C

Assignment ID: **Soham/OSem/2015/IT595C/0007**

*Computer Graphics is no separate from Mathematics!*



I am: \_\_\_\_\_

Roll: \_\_\_\_\_ Date: \_\_\_\_\_

My Full Signature: \_\_\_\_\_

1. Write a TC program which
  - i. asks for *center and radius* of a circle and then draws it
  - ii. On pressing the navigation (arrow) keys, the circle should be **translated** accordingly. Assume one keypress equivalent to 20px
  - iii. The final destination of the circle will be fixed, i.e. *no translation will take place upon pressing arrow-keys*, after user hits the *RETURN* key
  - iv. The final circle is to be drawn in a different color and filled with *RED*.
2. Draw a straight line segment joining two points (user must provide them). Pressing the left arrow key should **rotate** the line segment **about its center** counter-clockwise while the right arrow key rotates it clockwise. Calibrate the system such that one keypress be equivalent to 10°.